

ELIZA BLUE LONIE

Plymouth, United Kingdom | +44 7542 668778 | eliza@lonie.co.uk | blueishcanvas.com

Recent Games Development Graduate with First-Class Honours from Bath Spa University achieving top marks in all modules including Indie Game Design (86), Game Studio (90) and 3D Game Art (96). Detail-oriented and organized with experience in bringing prototypes to fully polished deliverables. Collaborative and creative team player with a consistent track record of delivering the highest quality of artwork both promptly and to the specifications of the client. Two-time award-winning game designer and artist with expertise and experience in both 2D and 3D character and prop creation.

EDUCATION

Bachelor of Arts (Honours) in Games Development (Grade 1:1)

Bath Spa University (2022-2025)

Modules Included: Programming, Web Design, Game Design, Concept Art, Sound for Games, Narrative, 2D and 3D Art Modules

Industrial Relations: gained a broad understanding of the industry, taking projects from concepts to fully finished and game ready assets. Learnt skills in various areas of game design with experience in C# to 3D software such as Blender and Maya.

Skills Developed: Within my course I've achieved First Class Honours with an average of 86.92. Primarily focusing on art, I have experience with building prototypes of games in both Unreal Engine 5 and Unity and creating game ready 3D assets and 2D sprites.

A-Levels

Plymouth Highschool For Girls (2020-2022)

A Level Physics (Edexcel) – B

A Level Chemistry (OCR)- B

A Level Mathematics (OCR)- B

AS Level Further Mathematics (OCR)- B

EXPERIENCE

July 2025

Attended DSET Serious Games Showcase and Challenge Europe as an Exhibitor and Finalist

Exhibited a serious game as a solo developer of a game that aimed to teach braille in a playful manner to both sighted and non-sighted player. With a smaller budget and limited time to showcase there was much interest within the pitched idea and prototypes. The game successfully won two awards, the People's Choice Award 2025 and the Innovation Award 2025

SKILLS

- 3D Modelling Software (Blender & Maya)
- 3D Sculpting Software (NomadSculpt)
- Adobe CC
- 2D Illustration Software (Procreate & Photoshop)
- Experience in Game Engines (Unity & UE5)
- Experience with Animation Software (Procreate Dreams & Moho)

OTHER INTERESTS

Costume design and tailoring, sculpting, drawing, mixology, martial arts, tabletop games