

# Carly Faulds

## Game Artist

For examples of my work, visit  
[carlyfaulds.com](http://carlyfaulds.com)

Call or reach me at  
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365-880-2048

## Skills

### software

- Unity
- GIMP
- Nomad Sculpt
- Blender
- Substance Painter
- VideoProc Vlogger
- Reaper
- Visual Studio

## Education

### Niagara College

• 2022 - 2025  
Game Development  
Advanced Diploma (3 years)

### Brock University

• 2021 - 2022  
Game Programming

## Projects

### Grasping Chaos - Art Lead

Niagara College  
• Shaders and shader controlled scripts  
• 3D Character models, texturing, and animation  
• 3D Environment design and texturing  
• Sound effect and music creation

### Bubble Lab - Artist

Niagara Global Game Jam 2025  
• Shaders  
• 3D Environment models and texturing  
• 2D UI assets

### A Colourful Trail - Artist

Niagara College  
• 3D Environment and layout designer  
• 3D models and texturing  
• Sound effect and music creation

## Experience

### Grasping Chaos

September 2024 - Present  
• Art Lead  
• Sound Designer

### Bubble Lab

January 2025  
• 3D and 2D Artist  
• Sound Designer

### A Colourful Trail

January 2024 - April 2024  
• 3D Artist  
• Sound Designer