



APRIL FORGESSON

Environment Artist
Character Artist | 3D Modeller

CONTACT

- ✉ aprilf.portfolio@gmail.com
- 📍 Tauranga, New Zealand
- 🌐 mayscreativejourney.wixsite.com/portfolio
- in [LinkedIn](#)

SKILLS

- Communication Skills
- Teamwork and Listening Skills
- Attention to detail
- Leading group projects

SOFTWARE

ADVANCE



Windows

INTERMEDIATE



Maya



Unity



Premiere Pro



Photoshop



Substance Painter



Clip Paint Studio



Apple



After Effects



Motion Builder



Unreal Engine 5

BEGINNER



Faceware



Cortex



Indesign



Visual Studio C#



Zbrush



Github

REFERENCES

Masaya Todoroki

PHD Candidate & Game Design Pathway leader

✉ masaya.todoroki@aut.ac.nz

Lesley Ung

Auckland University of Technology
Lecturer

✉ lesley.ung@aut.ac.nz

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ABOUT ME

I am passionate about creating games that are unforgettable and immersive for the player. Some of the games that have influenced me as a game designer are the Zelda series, Horizon Dawn, Final Fantasy, etc.

My long-term goal is to continue refining my skills in the fields that I am passionate about. As well as having the honour of joining a game studio to be part of creating games that give the player an unforgettable journey. I am very open to learning new skill sets and techniques to further expand my knowledge in game design.

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EDUCATION

Bachelor of Design major Game Design

Auckland University of Technology (2022 - 2024)

- Level Design in Unreal & Unity
- Group projects to create creative projects, e.g games and short films
- Coding an Atari remake in Unity using C# code
- 3D modelling for environment assets and characters
- Minor in Motion Capture

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EXPERIENCE

PHD Assistant Internship Mar 2024 - Oct 2024

3D Modeller & Concept artist

- Communicating with Supervisor
- Research for character design for a japanese-inspired game
- 3D Modelling enviroment assets in Maya

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PROJECTS

Star Abyss

Capstone (2024)

- Writer, creating game narrative and questlines
- Environment design for dark Fantasy RPG game
- Character design for dark Fantasy RPG game
- 3D modelling for characters and environment assets in Maya and Zbrush