PROFILE

PHONE:
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EMAIL:
missnaw2003al@gmail.com
LOCATION:
Slough, England
LINKEDIN:
https://www.linkedin.com/in/nawal-abdi-23585a2b1/
ARTSTATION:
http://www.artstation.com/unloading

SKILLS

Art and Design:
- 2D Animation
(Premiere Pro / Camtasia 9)
- 3D Modelling
(Maya / Blender / Cinema 4D / Substance Painter / ZBrush)
- Environment Artist

Game Development:
- Unreal Engine / Unity

Technical:
- Programming
(Lua / C++ / Javascript / Python / Node / SQL)
- Website Developing
(HTML / CSS / Frameworks)
- Video Editor
(Final Cut Pro, Premiere Pro, Video Star)

ADDITIONAL NOTES

- Passionate about mobile game development and visual storytelling.
- Supported UI/UX design for in-game features, ensuring readability and engagement.

NAWAL ABDI

GAME ARTIST

A woman with a creative background with skills in modelling, environments, character design, and animation, and I love telling stories through these elements within games. I continuously challenge myself through self-driven projects and independent study, always seeking to grow both creatively and professionally.

EXPERIENCE

Creative Designer - Freelancer
Kunpeng Studio
10 / 2025

Web Developer - Freelancer
UpWork
09/2020 – 11/2022

EDUCATION

Royal Holloway, University of London
Video Games Art and Design in Mobile and Indie Game Development, Game Engines & Immersive Environments
09/2022 - 07/2025

- Team Project: Co-developed a Shooting Game in a team of 3 using Unity.
  - Bring together modelling, environments, scripting, and gameplay systems into cohesive prototypes.
- Team Project: Co-developed a Virtual Production in Film & TV Academy – Beaconsfield
  - Collaboration across teams and organising along with problem-solving under technical constraints.

Langley College
Level 3 BTEC National Extended Diploma in IT
09/2020 - 08/2022

Heston Community School
High School in English, Maths
09/2014 - 08/2019

PROJECT

Celestial King – Indie Game
09/2024
https://www.youtube.com/watch?v=Mlr1RaBQMFQ
- Demonstrated a passion for solving complex game design challenges by implementing gameplay systems and mechanics in a 2.5D environment using Blueprinits and Unreal workflows.