

PIPER JARVINEN

piperjarvinen@Gmail.com | www.piperjarvinen.com | Brisbane, QLD

Emerging digital artist and animator with a strong foundation in 3D modelling, texture-work, and rigging. Currently balancing professional administrative work with ongoing creative practice and study, I bring maturity, responsibility, and a collaborative approach to every endeavour. Now fully committed to transitioning into the creative industries to pursue my passion for digital artistry and video game development.

Education

Bachelor of Games and Interactive Environments (Animation Major)

Queensland University of Technology (QUT), Brisbane, QLD

[February 2023 – Ongoing]

- Comprehensive training in 3D modelling and animation, digital world and character building, motion graphics, post-production, and storytelling.
- Developed strong collaborative and project management skills through team-based assignments.
- Basic understanding and application of Python, C# and C++.
- Strong graphic design and content development skills.

Technical Skills

Animation & Modelling

Autodesk Maya, Blender, Adobe Substance Painter 3D, ZBrush

Video Editing & Visual Effects

Adobe Premiere Pro, Microsoft ClipChamp, CapCut

Graphic Design

Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Canva

Development Engines

Unity, Unreal Engine 5

Projects

A Rover's Journey

Made in partnership with MAXART | PC Game | Lead artist, animator

- Modelled, textured, rigged, and animated the main playable character – a hard surface vehicle-like character.
- Developed and implemented procedural animations in Unity.
- Utilised technical animation in Maya.
- Delegated tasks to animation team and liaised with discipline leads and project producer to ensure cohesive and timely completion of work amongst team members.

Blend In, Beaver!

Showcased at QUT Open Day 2026 | VR Game | Lead Artist, animator | Programmer

- Modelled, textured, rigged, and animated the enemy entity – a quadruped animal.
- Developed and implemented base enemy AI and field of view logic.
- Developed and implemented technical animations for NPC models in-engine.

Firesticks

Made in partnership with Department of Tourism, Environment, Science and Innovation | PC Game |
Showcased at 2025 Games & IT Capstone Event | 2D Artist, animator

- Designed and animated the main playable character (including all variants) – 2D pixel art.
- Designed and animated NPC
- Developed and wrote narrative

Professional Experience

Administration Officer (AO3) – Queensland Health

Royal Brisbane Women's Hospital, Brisbane QLD

[2026 – Ongoing]

- Responsible for scheduling urgent patient appointments.
- Communicate effectively, compassionately, and professionally with a diverse range of patients.
- Demonstrate accurate and efficient data entry skills, with strong attention to detail and strict adherence to patient confidentiality policies.
- Liaise with clinical staff to ensure patients receive the highest quality care and health outcomes.

Production Technician – Slade Health Pty

Slade Health, Brisbane QLD

[2019 – 2025]

- Responsible for the precise preparation of compounded pharmaceuticals in a high-stakes, detail-oriented aseptic environment.
- Collaborated daily with pharmacists, technicians, and quality assurance teams to ensure accuracy, compliance, and safety.
- Thorough understanding and application of good manufacturing and documentation practices (GMP & GDP).
- Developed strong attention to detail, reliability, and the ability to follow complex instructions with precision.
- Worked successfully in a fast-paced, highly collaborative environment requiring excellent communication and coordination.
- Delegated work to staff members to maximise efficiency and ensure smooth workflow within production.

References Available Upon Request