



STATEMENT

Lead Artist with nearly seven years' experience delivering complex visual work from brief and concept to final production for games and real-time projects including Star Citizen, Star Atlas and Wilder World. Combining visual storytelling, composition, colour, form and lighting with hands-on digital production, creative leadership, stakeholder collaboration and disciplined delivery. Experienced in translating direction and feedback into coherent visual outcomes, setting quality benchmarks, improving workflows and supporting multiple priorities. Focused on leading art teams and delivering high-quality visual work.

EMPLOYMENT

LEAD HARD SURFACE ARTIST STELLAR ENTERTAINMENT

OCT 2025 – PRESENT
HYBRID

- ❖ Translating briefs, feedback and project objectives into clear visual direction, practical tasks and consistent quality benchmarks for the team.
- ❖ Delivering visual outcomes with an emphasis on presentation, including composition, colour, shape, light and narrative so work communicates clearly to its target audience.
- ❖ Working with directors and production to work through creative problems and changing requirements to keep delivery aligned with project goals.
- ❖ Supporting artists through critique, demos and coaching, helping to establish improved working processes and enhance uniformity across the team.
- ❖ Improving production procedures with better direction, visual benchmarks and review phases so work is planned, checked and delivered more effectively.

LEAD HARD SURFACE ARTIST VERTPAINT STUDIOS

MAR 2022 – OCT 2025
REMOTE

- ❖ Led and supported teams by coordinating priorities, resources, schedules, and outcomes.
- ❖ Interpreted feedback from clients, art directors, and stakeholders, translating their input into clear and practical actions while keeping projects focused, organised, and on schedule.
- ❖ Developed clearer production processes, visual benchmarks and review stages to support consistent quality, efficient delivery and better coordination across multiple projects.



EMPLOYMENT	VEHICLE ARTIST II CLOUD IMPERIUM GAMES	SEP 2019 – MAR 2022 WILMSLOW, ON SITE
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ADMINISTRATIVE ASSISTANT THAMES AMBULANCE SERVICE	JUN 2017 – JUL 2017 LINCOLN, ON SITE
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- ❖ Handled **patient transport calls**, supporting distressed customers, booking journeys and coordinating driver schedules to ensure timely service. Temporary summer position whilst at university.
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CRIME MANAGEMENT BUREAU SUPPORT OFFICER G4S/LINCOLNSHIRE POLICE	NOV 2011 – JUL 2015 NETTLEHAM, ON SITE
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- ❖ Used **PNC and Niche RMS** to research, update and maintain crime, intelligence and offender records.
 - ❖ Handled **sensitive and confidential information** in line with data protection and force procedures.
 - ❖ Liaised with **members of the public, police officers, courts and partner agencies** to resolve enquiries.
 - ❖ Managed **crime records, warrants, court information and case documentation**, ensuring accuracy and timely progression.
 - ❖ Prioritised competing workloads in a **busy operational policing environment**, using sound judgement with sensitive information.
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ADMINISTRATIVE ASSISTANT ADECCO	UNTIL NOV 2011 VARIOUS, ON SITE
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- ❖ Provided temporary **administrative and data-handling support across a range of organisations**, maintaining accurate records, processing information efficiently and handling confidential data appropriately.

ASHLEY ASLETT

LEAD ARTIST



AshleyAslett@Gmail.com
07952999659
WILMSLOW, UK

EDUCATION	BACHELOR OF ARTS GAME ART DE MONTFORT UNIVERSITY	OCT 2016 – JUL 2019
	BA (Hons) Game Art – First Class Honours	
	FOUNDATION DIPLOMA ART & DESIGN LINCOLN COLLEGE	SEP 2015 – JUL 2016
	Foundation Diploma in Art & Design – Distinction	
	ICT PRACTITIONERS NATIONAL DIPLOMA NEWARK AND SHERWOOD COLLEGE	
	BTEC ICT Practitioners National Diploma Level 2 – Pass	
	COMPUTER GRAPHICS AND MEDIA STUDIES	
	RSA Computer Graphics – Distinction	
	RSA Media Studies – Merit	

AWARDS	STONEBOW MEDIA LINCOLN COLLEGE	JUL 2016
	Stonebow Media award for exceptional creative art student	

PORTFOLIO	Portfolio available at: www.artstation.com/ashleyaslett
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SKILLS	REFERENCES	INTERESTS
Unreal Engine 5, 3ds Max, Blender, Substance Painter, Substance Designer, Photoshop, Perforce, ClickUp, Jira, Microsoft Office, Affinity Photo, Affinity Designer	Available on request	Video Games Game Art Traditional Art Photography Travel