Paul Lovejoy

paullovejoycreative.com

CONTACT

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PROFILE

College senior game design and 3D animation specialist with proficiency in a variety of 2D and 3D software. Passionate about the creative freedom that film, games, and animation bring.

EDUCATION

Bachelor of Science in Game Design & 3D Animation

Samford University

Aug 2023 – Present

SKILLS

- 3D Animation
- Production Coordination
- UI / UX Design
- 3D Modeling and Texturing
- Motion Graphics

INDUSTRY RELATED

Creative Fellow
IronSpark Studios
Jun 2026 – Present

- Coordinate with artists, developers, and studio leadership throughout the game and film production process.
- Support production by organizing tasks, tracking progress, and helping teams move projects through stages of development.
- Participate in creative reviews and discussions, offering feedback on game and film projects.

Game Design & 3D Animation
Samford University
Aug 2023 – Present

- Actively pursuing a degree in Game Design & 3D Animation with hands-on experience in industry-standard software
- Software experience: *Autodesk Maya, After Effects, Unreal Engine, Substance, Blender, Figma, Photoshop,* and *Illustrator.*

Independent Projects
2022 – Present

- Building a variety of programming, game design, modeling, and animation projects to showcase in a portfolio.

WORK EXPERIENCE

Operations Coordinator
Sculpt B'ham
Jul 2025 – Present

- Manage and set up new memberships while leading tours with potential new members

Stocker
Publix
May 2024 – Dec 2024

- Replenished products on shelves to uphold organized stock
- Unloaded and loaded truck deliveries, ensuring efficient and accurate stocking operations

Team Member / Maintenance
Urban Air Adventure Park
Oct 2020 - May 2023

- Supervise all attractions and manage various repairs