

HOLLY

BUNKETE



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West Midlands, UK

3D DESIGNER

Creative and detail-oriented 3D Designer with strong skills in modelling, texturing and animation, an ability to quickly and efficiently learn and adapt to new softwares and technologies. Experiences in collaborative and leadership roles. Committed to delivering high-quality digital work.

EXPERIENCE

Peer Guide

2025 – PRESENT

Manchester Metropolitan University

- Deliver academic and wellbeing support to students, responding to queries and supporting a healthy transition to university life.
- Maintain and manage student registers, using Microsoft Excel to monitor attends and support initiatives to increase student engagement.
- Plan and co-facilitate weekly one hour Peer Assisted Learning (PAL) sessions for first year students, supporting academic adjustment and course integration within a collaborative leadership team.
- Co-facilitating in HYFLEX teaching sessions, working alongside lecturers to support both in-person and online learning.
- Provide one-to-one peer support via the Vygo platform, offering advice in a professional and confidential manner.

Digital Guide

2024 – PRESENT

- Co-plan and facilitate digital skills workshops to support effective use of technology.
- Utilise platforms including LinkedIn Learning, Microsoft, and VR softwares to promote innovating digital learning approaches.
- Assist senior staff in the recruitment and interview process for new Digital Guide staff
- Providing guidance to both staff and students on digital tools and emerging technologies.

EDUCATION

Bachelor's Degree in Animation

Manchester Metropolitan University, Graduating in July 2026

BTEC Level 3 in Games Art & Design

Warwickshire College Group, Graduated 2023

GCSEs – 9 including Maths & English

Birmingham Ormiston Academy, Graduated 2020

TECHNICAL SKILLS

- Autodesk Maya, Blender, ZBrush (3D Modelling & Animation)
- Adobe Creative Cloud (Digital Design)
- After Effects, DaVinci, Maxon (Video Editing & Motion Graphics)
- Microsoft Office (Digital Learning Technologies)
- Unreal Engine (Game & Real-Time Production & Rendering)
- SQL (Data Analytics – Foundational knowledge.)

PROFESSIONAL SKILLS

- Leadership & Teamwork
- Workshop planning and delivery
- Presentation and facilitation
- Student engagement and peer support
- Collaboration with academic staff and multidisciplinary teams
- Communication
- Problem-solving
- Adaptability
- Time management and organisation

MENTORSHIPS

Creative Mentor Network

Break The Wall Mentorship Programme, 2024–2025

ACCESS: VFX

3D Animation Mentorship

LANGUAGES

- English (Fluent)
- French (Beginner)