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(415) 395 - 6430

### **Skills**

Adobe Photoshop Adobe Premiere Maya Blender

## **Club Activities**

Game Dev Club at SJSU

2019 - Present

### ACM SIGGRAPH Student Chapter of SJSU

2018 - Present

## Animation / Illustration Shrunkenheadman Club

2015 - Present

### **Awards**

**Dean's Scholar 2017**San Jose State University

## Pre-college Summer Art Program Scholarship 2011 & 2010

Academy of Arts University

### **Education**

# San Jose State University (SJSU), San Jose Bachelor of Fine Arts - Animation/Illustration

Concentration in Visual Development

2015 - 2021

## **Projects**

#### **Environment Artist**

VIA Light, Game Dev Club at SJSU July 2020 - Aug 2020

- -Transcribed art director's drawing demonstration into style guide document for teammates
- -Designed and painted props and building structures

### **Visual Development Artist & Animator**

Crab Life, Game Dev Club at SJSU Jun 2020 - Aug 2020

- -Coordinated with programmers on how art assets are assembled to implement to code
- -Designed character, prop, and environment tilesets
- -Animated and rigged 2D character sprite in Unity
- -Documented meeting notes to share with teammates

## **Experience**

### **Graphic Designer**

Game Dev Club at SJSU May 2020 - May 2021

- -Consult with event coordinator and social media coordinator on scheduling club event posters
- -Design social media banner and flyers