

## EXPERIENCE

### Independent Magazine Organizer

*(August 2019 - March 2020)*

- ❖ Managed 15 writers and artists to produce an independent art and writing anthology.
- ❖ Maintained a digital presence on social media for the magazine and increasing interest for the finished product
- ❖ Organized project through the use of spreadsheets as well as using Discord to keep in contact with applicants.

## PROJECTS

### Magic Mouster

*(October 2020 - Present)*

A golf game about a mouse trying to obtain his magic degree by completing a series of golf courses.

- ❖ Became familiar with producer roles: recruiting, organizing, and responding to problems with ease.
- ❖ Created 2D sprites, concept art of world, UI, and characters.
- ❖ Worked with my team to establish design goals and stuck to them as the project continued.

### UCSC Research Site Redesign

*(January 2020 - March 2020)*

A class project on redesigning one of UCSC's sites to make it more accessible to students.

- ❖ Learned the process of UX research (low fidelity - high fidelity).
- ❖ Gained more experience on interviewing people for prototyping.
- ❖ Learned the benefits of doing low fidelity prototypes for a digital project.

## SKILLS

- ❖ **Adobe Programs:** Photoshop, After Effects, Illustrator
- ❖ **Blender:** 3D Modeling, Animation
- ❖ **UI/UX Design :** concept art, wireframe, prototyping
- ❖ Spreadsheets, Powerpoint, Doc/Word
- ❖ **Concept Art:** Characters, Environment, UI

## EDUCATION

### University of California, Santa Cruz - BA

*(September 2017 - June 2021)*

Major: Arts & Design: Games & Playable Media