

SKILLS

Software: Photoshop, Illustrator, InDesign, Blender, Blockbench, Microsoft Suite, Slack, GitHub, ClickUp

PROFESSIONAL EXPERIENCE

Environment Artist, May 2026 – Present

"PIÑATA PUPPY WORLD"; REAL TIME STUDIO

- *Piñata Puppy World* is an explorative campaign game that uses the genre of "Mascot Horror" to examine themes of nostalgic limnerence and mental health. The game draws artistic inspiration from early-2000s media and architecture, creating a surreal, immersive world for the player to experience.
- Designed environments consisting of complex perspective, architecture, and interior design elements.
- Communicated professionally and effectively with supervisor to match the game's creative vision through the use of references and 3D tools.

Minecraft 3D Modeler, April 2026 - Present

SAPPHIRE STUDIOS

- *Sapphire Studios* is an official Minecraft marketplace partner that specializes in creating add-ons, textures, and experiences for players to download.
- Utilized the 3D pixel art program *Blockbench* to create professional 3D models and animations to be used directly in projects.
- Submitted professionally-made deliverables which consisted of pixelated textures, 3D models, character rigging, and complex animation cycles.
- Communicated with the creative team reliably and professionally to meet deadlines and match the project's creative vision.

Art Implementation Internship, June 2025 – October 2025

"WORLD REBORN"; WICKED SAINTS STUDIOS

- *World Reborn* is a mobile game that incorporates story-focused gameplay to immerse the player in its virtual world with the structure of a visual novel. With gameplay choices backed by behavioral science and positive psychology, *World Reborn's* goal is to integrate principles of activism and social justice into its game to inspire change within the player.
- Adjusted art style to create professional deliverables and concept art that is used by the creative team.
- Painted environments, props, and game assets to contribute to the development of the game.
- Communicated professionally with art director and supervisors, maintaining a healthy space for creative work to be made.
- Gained hands-on experience working for a remote video game company, which included participating in gameplay testing, team meetings, and coding implementation.

Prop Designer, March 2025 – April 2026

"MY FRIEND FABIEN"; LONELY BROS ANIMATION

- *My Friend Fabien* is an animated sci-fi musical comedy series that is currently in development and producing short teaser animations.
- Designed props and created prop sheets and turnarounds to contribute to the development of the animated series.
- Adjusted art style to create professional deliverables that were used by the creative team.

Toy Design Internship, September 2024 – April 2025

NAPA VALLEY TOYS

- Efficiently collaborated with Mentor and Foreign Manufacturer to create a plush line of an original character that she designed and illustrated.
- Professionally communicated through email and Zoom with both parties to ensure that the project was completed on time.
- Created mock-ups and concept art that thoroughly presented her idea, which resulted in an easy manufacturing process.
- Used her understanding of plushie manufacturing and materials to create a successful plushie that fully illustrated her original concept.

Student Union Member, August 2023 – May 2025

OTIS COLLEGE OF ART AND DESIGN

- Efficiently helped with managing the School's resource exchange, organizing campus events, and facilitating inclusive listening circles on current political topics.
- Adept at creating a supportive environment for students and peers, contributing to a vibrant and engaged campus community through creativity, leadership, and strong communication skills.

EDUCATION

Otis College of Art and Design, Class of 2025

BACHELOR OF FINE ARTS, (DIGITAL MEDIA, GAME AND ENTERTAINMENT DESIGN)

Los Angeles, CA