

SKILLS

Software: Photoshop, Illustrator, InDesign, Substance Painter Pro, Blender, Blockbench, Microsoft Suite, Slack

PROFESSIONAL EXPERIENCE

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 – Present

"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.

UI Artist, January 2025 – May 2025

"UNCHAINED"; VIDEO GAME

- *Unchained* is a tactical, 3D role-playing video game created by USC game students in which players must resolve conflicts with rivals through force or negotiation.
- Created UI assets such as buttons, panels, menus, icon borders, and concept art to contribute to the development of the game.
- Adjusted art style to create professional deliverables that were used by the creative team.

Freelance Illustrator, December 2023 - April 2024

WILDBRAIN STUDIOS

- Was commissioned by *Wildbrain Studios* to create an illustration themed around the IP *Strawberry Shortcake*, which was featured on the official Strawberry Shortcake Instagram in their *Makers, Bakers, and Creators* series.
- Communicated with the creative team reliably and professionally, taking artistic direction to make a finished commission.
- Worked professionally with Wildbrain to successfully make art of their intellectual property, helping to create a desired image of their brand.

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