

Aimee Branine

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Education:

The University of Colorado Colorado Springs (UCCS)

May 2024

Bachelor of Innovation Game Design & Development

GPA: 3.79

Course work: Concept Art, 3D Modeling, 3D Animation, Team-Based Game Development

Key Skills:

Clip Studio Paint – Drawing, Comics	Ren'Py – Programming	Blender - Modeling, Rigging, Animation
Krita – Drawing, Painting	Unity – User Interface, Animation	Maya – Modeling, Rigging, Animation

Projects:

Penguin Noir | January 2023 – May 2023 | https://store.steampowered.com/app/2384350/Penguin_Noir/ :

- Worked in a team of approximately 15 people to design, complete and release a commercial-quality game.
- Illustrated several comic pages using Clip Studio Paint tools based on storyboards by the designer and producer and utilized Unity's 2D Bone Animation to pose the characters for the comics.
- Communicate with art lead and producer to discuss the impact of background and tile set art in game and revised both based on feedback from the team.
- Collaborated with engineer on the creation of the tile set art to fit within the level design and Unity's 2D tile set palette tool.

Penguin Noir | August 2022 – December 2022:

- Conceptualized character, background, and user interface visuals using Clip Studio by researching 1940's noir films and sent to team leads for feedback.
- Animated enemy characters using Unity's 2D bone animation tools and worked with Unity Animator and enemy state machine to incorporate animations into game.
- Collaborated with engineers to create placeholder art for parallax background mechanic while continuing to work on the final in-game background by researching 1940's noir films and Las Vegas, Nevada.
- Worked in a team of approximately 15 people to design, complete and release a commercial-quality game in alpha.

Penguin Noir | January 2022 – May 2022:

- Designed initial concept of the game in a team of four people revolving around the concept of having a knockback mechanic to maneuver a penguin around the level.
- Collaborated with a team of about 20 people to design a thirty-second vertical slice.

Game Design & Development Capstone | January – May 2024 |

<https://aimalocaris.itch.io/frame-by-frame> :

- Utilized Ren'Py to design and create a mystery game that incorporated public domain films with point and click gameplay.
- Conceptualized background, character, and prop art by researching the 1930's to create an authentic experience.