

Annie Mashun

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OBJECTIVE

To obtain a summer internship in which I can apply my technical and artistic skills as a 2D and 3D artist.

QUALIFICATIONS

- Collaborated in teams of 3 to 16 students developing original games
- Modeling, texturing, and animating a variety of assets such as characters and environments for animation and games
- Designing layouts for websites, interfaces, and publicity material
- Knowledge of both traditional art such as drawing and digital art creation using Photoshop with a good eye for detail
- Leading and managing members and delegating responsibilities to complete successful projects and events

EDUCATION

Carnegie Mellon University, Pittsburgh, PA – May 2016

Bachelors of Computer Science and Arts Interdisciplinary Degree

3.61/4.0 GPA

EXPERIENCE

Game Creation Society (www.gamecreation.org) - Fall 2012 - Current:

Worked on four independent game projects in 3 to 16 student teams as lead or major contributing artist (both 2D and 3D) as well as designing aspects such as level and character design in addition to other roles. Two more projects are in development.

Projects:

- *Lost Haven 1 and 2* (Fall 2012, 2013): 2D RPG based in a medieval setting; Lead artist – designed and created several sprite characters, icons, tilesets, GUI
- *Bossmen* (Spring 2013): 3D Cube themed boss fighting shooter; Artist – modeling and animation, level design
- *Project Origami* (Fall 2013): 3D Puzzle/Adventure game with an origami theme; Artist – designed and modeled central castle structure; environment objects such as trees, a bridge, furniture; and an origami flower form

ACTIVITIES

Vietnamese Student Association – Fall 2012 – Present

Co-President – 2014 – Present

- Organize events, assign and delegate tasks to members, work with other organizations, and handle fiscal responsibilities

Graphics and Arts Chair – 2012-2014

- Designed flyers and posters for publicity, constructed decorations, and took charge of all other art related affairs

SKILLS

Software: Eclipse, Processing, Autodesk 3ds Max, Autodesk Maya, Adobe Photoshop, Adobe After Effects, Audacity, Final Cut Pro, Adobe Flash, Microsoft Office, Google Chrome, Tortoise SVN, Firefox, proficient in Mac and Windows

Art: 3D modeling, texturing, animating, drawing (environment, object, figure), video editing

Graphics: Graphic design, game design

Programming Languages: Java, C, HTML, Shell Script

Languages: English, Japanese, Vietnamese

INTERESTS

Learning new skills, playing video games, making art, watching films and anime, cooking, very passionate about learning and making games