Fabian Bautista

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SKILLS

- Adobe Animate
- Adobe Photoshop
- Adobe Premiere Pro
- Adobe After Effects
- Adobe Illustrator
- Autodesk Maya

- Toon Boom Harmony
- Figma
- Google Workspace
- Microsoft 365
- Trello / Atlassian
- Video Production

- Project Management
- Unity
- JavaScript
- Create.js
- HTML/CSS

EDUCATION

Boise State University   *August 2020 - May 2024*

- GIMM (Games, Interactive Media, and Mobile Technology) Major w/ Honors   *GPA: 3.77*
- Visual Art Minor
  - Video Editing
  - Interactive and Visual Storytelling
  - Storyboarding
  - 3D Modelling, Texturing, Rigging, and Animation
  - 2D Animation and Rigging
  - Concept Art and Character Design
  - Web Development and Design
- Taco Bell Live Mas Scholar
  - Summer of Connection 2023 Attendee   *San Diego, CA*
  - Summer of Connection 2024 Attendee   *San Diego, CA*
  - Summer of Connection 2025 Attendee   *San Diego, CA*

EXPERIENCE

Caldwell Public Library Circulation Assistant II   *May 2025 – Ongoing*

- Work with patrons to provide excellent front desk service involving turning in materials, handling fines and money, requesting items, and answering questions
- Perform various circulation, shelf maintenance and clerical services to provide general upkeep
- Prepare and handle daily shelving tasks (e.g. picklist, outside drops, setting up carts).

Best Buy Retail Sales Associate   *August 2024 – May 2025*

- Professionally provide customer service and assistance through inquiry, research, consultation, and collaboration, accomplished through the DISC method
- Placed in the 80th+ percentile of overall employees for performance and service during Q4 2024 and Q1 2025
- Quickly learn about new and upcoming technology to make better suggestions for customers and their needs.

Taco Bell Foundation "Revolution Carts" Graphic Design Internship   *July 2024 – August 2024*

- Designed high-quality vector assets and art for Los Angeles cart vendors to promote their independent food businesses.
- Worked with clients through various stages of review and approval to create illustrations based on their branding.
- Utilized templates for best printing practices on largescale portable carts.

SIDE PROJECTS

"Plumage" Short Film Animatic   *January 2024 – April 2024*

- Directed a 9-minute animatic and put extensive detail towards pre-production aspects like screenplay, management, and storyboarding.
- Worked with three voice actors to breathe life and charisma into each character in a professional environment.
- Utilized self-made thumbnails and storyboards in Premiere Pro to create an audio rich video.