

# Fabian Bautista

FabBaut@gmail.com

## 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
- Slack
- Video Production
- Project Management
- Spanish
- Unity
- JavaScript
- HTML/CSS

## EDUCATION

### **Boise State University**

*August 2020 - May 2024*  
*GPA: 3.77*

- GIMM (Games, Interactive Media, and Mobile Technology) Major w/ Honors
- 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
  - VR Development
  - Unity and Unreal Development
  - Short-form and Long-form Video Production
  - Motion Graphics
- HSF Scholar
  - Media and Entertainment Summit 2022 Attendee
- Taco Bell Live Mas Scholar
  - Summer of Connection 2023 and 2024 Attendee

*Hollywood, CA*

*San Diego, CA*

## EXPERIENCE

### **Best Buy Retail Sales Associate**

*August 2024 – Present*

- Assist customers in finding their perfect devices through inquiry, research, consultation, and collaboration.
- Contributed a 15% boost in sales of memberships and credit card applications.
- Quickly learn about various hardware and software for different departments such as home theatre, smart home, PCs, mobile phone and audio, and appliances.

### **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.

### **Multimedia Student Assistant**

*January 2024 – May 2024*

- Collaborated with Boise State University’s eCampus staff to develop tailored video, graphic, and animated content for over a dozen unique online courses.
- Utilized file sharing tools like Google Drive and Adobe Creative Cloud to share and re-use assets between members.
- Assisted in film production via studio setup, providing camera assistance, and postproduction editing.

### **ONRAMP K-12 Immersive Art Project Manager**

*September 2023 – May 2024*

- Managed a 7-person team to produce several assets for an AR experience with Trello, Google Drive, and Discord
- Established quarterly deadlines, checked in with internal teams, and promoted discussion between members

through weekly meetings.

- Kept constant communication with the client to ensure the project aligns with the desired final product.

#### **Video Editor / Media Producer**

*June 2022 – January 2024*

- Exclusively edited Zoom recordings in an educational format for Boise State "Value-Based Healthcare" programs.
- Consistently produced 80+ videos, usually 40+ minutes in length, with custom subtitles and audio repair
- Embedded edited content into Canvas class templates with Panopto and Google Sheets.
- Developed an original animated intro and outro bumper for all lecture content.

#### **"College of Health Sciences" Front Desk Office Assistant**

*May 2023 – July 2023*

- Provided guests with applicable information and resources about the college, its programs, and its staff.
- Assisted office members with several projects dealing with Excel spreadsheet management and email consultations.
- Kept the office space clean and tidy as well as kept inventory on different supplies.

#### **Game Design Theory TA**

*January 2023 – May 2023*

- Introduced students to programming in Unity3D and instructed them on the basics of game mechanics.
  - 80% of students programmed 2+ unique game mechanics for individual game prototypes in one month.
- Demonstrated the prototyping process for game development, from brainstorming and conceptualizing to creating a digital experience.
- Sparked discussion on various game design tools to assist student to create compelling games.

#### **Introduction to Art History TA**

*January 2022 – May 2022*

- Graded assignments and provided student feedback in a timely manner via email and Canvas discussion boards.
- Trained students on the basic language of visual art through class-wide lectures and 1-on-1 personal assistance.
- Communicated with students struggling with classwork and suggested new studying techniques to ensure over 90% of the class passed.

## **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.

#### **Personal Art Book**

*January 2024 – March 2024*

- Created a personal and tangible archive of my artwork from 2016-2024 to preserve the thoughts and feelings surrounding my high school and college years.
- Ciphred between eight years of artwork to develop an overarching narrative of my own personal development.
- Focused extensively on securing a consistent style and feel for more than 150 pages.

#### **"Phil: Foliage Finder" JavaScript Game**

*March 2023*

- Solely programmed and animated a web-based experience for a game jam in under a week.
- Utilized the entire CreateJS library to preload, play audio, tween, and create assets for a HTML5 Canvas game.
- Incorporated a "wave system" that creates specific enemies, stage elements, and powerups depending on current level

#### **Remix 8 Music Animation**

*July 2022 – August 2022*

- Designed and developed a 2-minute 2D & 3D animation based on *Rhythm Heaven (DS)* with *Brawl Stars* characters.
- Solely built and animated rigs for all scenes based on storyboard sketches and concept drafts.
- Iterated concepts multiple times through thumbnail and storyboard sketches, producing a higher quality animation.

#### **CRUD RESTful API Mobile Website**

*January 2022 – May 2022*

- Exclusively produced a Bootstrap-responsive mobile website that tracks deadlines and assignments akin to Trello.
- Oversaw website quality control with backend validation and sanitation to ensure proper database management.
- Produced a REST-based architecture structure that dynamically accesses the database and creates, reads, updates, and deletes information.

#### **FnF Featuring Robeats Mod**

*June 2021 – February 2022*

- Spearheaded a 500+ downloads game modification of *Friday Night Funkin'*, a keyboard rhythm game.
- Managed the production of over 100 visual and audio assets from conception to post-production.
- Ensured communication and collaboration in an 8-person team through Discord, Trello, and GitHub

## **SOLO EXHIBITIONS AND COMMISSIONS**

*2024 Annual Juried Student Exhibition, Blue Galleries, Boise, ID*

*January 2024 – March 2024*