

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
- Slack / Discord
- Panopto
- Canvas LMS
- Video Production
- Project Management
- Spanish
- Unity
- JavaScript
- Create.js
- Node.js
- HTML/CSS
- C#

EDUCATION

Boise State University

August 2020 - May 2024

GPA: 3.77

- GIMM (Games, Interactive Media, and Mobile Technology) Major w/ Honors
- Game Development Major w/ Honors
- Game Programming Major w/ Honors
- Interactive Media 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 Attendee

Hollywood, CA

San Diego, CA

EXPERIENCE

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.
- Ciphered 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