**Portfolio Sites:**

[LinkedIn: Fabian Bautista](https://www.linkedin.com/in/fabian-bautista-12571919b/)

[ArtStation: FabBaut](https://www.artstation.com/fabbaut)

[Github: Fabbautis](https://github.com/Fabbautis)

Fabian Bautista F[abBaut@gmail.com](mailto:abBaut@gmail.com) / (208) 919-5908

# 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*

* GIMM (Games, Interactive Media, and Mobile Technology) Major w/ Honors *GPA: 3.77*
* 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 *Hollywood, CA*
* Taco Bell Live Mas Scholar
  + Summer of Connection 2023 Attendee *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**](https://www.boisestate.edu/valuebasedhealthcare/) *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**](https://youtu.be/3VrRdR3jBxw)*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**](https://fabbautis.github.io/Games/Phil/index.html)*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**](https://youtu.be/UcyHWlj_d1E)*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**](https://gamebanana.com/mods/341136) *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*