Anna (Gamma) Gamel

Boise, ID
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Email: Gammagamel55@gmail.com
Portfolio: https://gammagamel.github.io/

Education/Certification

Major in Gaming, Interactive Media, Mobile (2020 - Expected 2025)
Boise State University, Boise, ID

Minor in Visual Arts (2022 - Expected 2025)
Boise State University, Boise, ID

Certification in Design Thinking: The Ultimate Guide (2022)
The Interaction Design Foundation

Experience

IUPAC Systems Thinking Project Website (Feb2023 - Apr2023)
-Worked with fellow volunteer students to design a website for chemistry educators to access and upload teaching materials and research. Personal responsibilities included prototype design, data collection, data analysis, and style/UX choices.
Link: https://sastice.com/

NASA Suits (2022 - May 2023)
- Worked with fellow students to create a reliable program for astronauts that involves live interstellar communication, navigation, research, and data collection. Personal responsibilities included UX and UI design and product continuity.

Gem State Retractable Screen, Salesman/Installer (2020 - current)
-Progressed from door assembler to installer to salesman
-Providing in-home consultations for quotes and product demonstrations, and representing the company at events such as the Idaho Fair or Spring Home Show to promote our products and services
-Independently installed and assembled custom retractable screen doors, worked with coworkers in large scale installs and workshop management, as well as assisted in office work.

Skills

To see my skills in use see my portfolio: https://gammagamel.github.io/
UX/UI/Graphic Design: Adobe Photoshop (moderate), Adobe Illustrate (moderate),
    Adobe XD (moderate)
Web Programing: HTML, CSS, JavaScript, PHP,
Digital & Traditional Art: Procreate, Adobe Photoshop (moderate), Grafite, Ink,
    Charcoal, Acrylic & Oil Paint
Can lift heavy objects