

# Riki Russell

Game Design Major at the University of Central Florida

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## EXPERIENCE

### **Sailfish Splash Water Park, Stuart Fl — Lifeguard**

March 2019 - July 2019

Maintained safety regulations of the park and assisted guests

Monitored guests in order to assist them if they were distressed

### **Environmental Studies Center, Jensen Beach Fl — Camp Counselor**

July 2017 - August 2018

Taught Children (Grades 1 - 8) about protecting the local Environment

Maintained a wide variety of aquatic animals

Instructed trainee counselors on children's needs and how to care for animals

## EDUCATION

### **University of Central Florida, Orlando Fl — Attending (BA)**

May 2020 - May 2023

Bachelor of Digital Media in Game Design - GPA 3.35

Course Work: Character and Level Design | Unity | 3D Modeling | Photoshop |  
Game Creation

## PROJECTS

### **A Little Light — Indie game project (ongoing)**

A little light is an ongoing project that I am developing with gameplay based around the player's ability to see in the dark.

### **Commissions — Current online art projects (ongoing)**

In an effort to practice my craft and work on unique characters, I have been working on art commissions online. These commissions allow me to practice many different art styles and perspectives.

## SKILLS

2D Art and Animation

3D Animation

Photoshop

Character Design

Level Building

Leadership

## HONORS / AWARDS

1st Place in Painting - Marvin S

IB Diploma

Bright Futures Scholarship

UCF Dean's List

Federal Pell Grant

## LANGUAGES

English