Maia Ocampo

linkedin.com/in/maia-ocampo/ | (770) 685-3050 | maiajazzelle@gmail.com | Ashburn, VA 20147

Education

GEORGE MASON UNIVERSITY, HONORS COLLEGE   Expected: May 2025

Bachelors of Fine Arts in Computer Game Design | Minor in Computer Science
Relevant Coursework: Digital Game Design, 3D Experimental Animation, Three-Dimensional Game Art II, Intro to Web Design, Data Structures, Automata Theory & Formal Methods, Computer Systems and Programming, Object Oriented Programming

Work/ Leadership Experience

GEORGE MASON UNIVERSITY, HONORS COLLEGE COMMUNICATIONS TEAM - FAIRFAX, VA

Project Manager & Lead Intern   May 2023 – Present
· Curate communication initiatives for the Honors College Community serving both internal and external audiences
· Train and mentor new interns in essential communication and multimedia proficiencies
· Create and maintain organizational workflows, ensuring they are up-to-date and accessible to the wider team

Visual Media Intern   September 2021 – May 2023
· Concepted and developed a 2D flash animation series that has achieved a total of 12,000 views
· Initiated and produced event recaps for Instagram reels that have garnered over 11,000 views
· Executed full post-production workflow for the "Honors Scholars" full length video series which has amassed over 6,500 views
· Operated professional-grade cameras, lighting equipment, and Adobe Creative Suite software to deliver high-quality results in video production, photography, and live streaming.

GEORGE MASON UNIVERSITY'S GAME ANALYSIS AND DESIGN INTEREST GROUP - FAIRFAX, VA

Vice President   August 2024 – Present
· Develop and plan new initiatives to increase product and group visibility within the local game community and target audiences
· Professionally represent the club in networking and social opportunities demonstrating the organization's library of games
· Oversee the communications between the officers to ensure the progression of the semester's game project

Production Manager   May 2023 – August 2024
· Managed the successful end-to-end lifecycle of three original game concepts with a multi-disciplinary team of 60+ students
· Implemented new marketing strategies and increased the visibility of our games by 32%
· Implemented strategies of Agile workflow to effectively balance cross disciplinary pipelines to ensure the timely delivery of student original assets
· Collaborated with the President to strategize and execute production plans, ensuring alignment with the club's mission and objectives

TANBII - NASHVILLE, TN

UI/ UX Intern   June 2024 – December 2024
· Conducted competitive analyses identifying industry trends to inform design and usability improvements
· Created user flows, wireframes, and prototypes to communicate design concepts to developers, product managers, and executives
· Presented competitive analyses and design concepts to executives to advocate for key usability features and design improvements

Skills & Certifications

· Programming/Languages: Java (Advanced), Python (Advanced), C# (Intermediate), HTML (Advanced), CSS (Intermediate), C (Intermediate), C++(Intermediate)
· Software: Autodesk 3DS MAX (Expert), Autodesk Maya (Expert), Blender (Intermediate), Figma (Advanced), Adobe Creative Suite (Expert), Adobe Photoshop(Expert), Adobe XD(Expert), Adobe Illustrator(Expert), Adobe Premiere Pro(Expert), Unity (Intermediate), Unreal (intermediate), Microsoft Suite (Expert), Jira (Intermediate),
· Certifications: Autodesk 3DS MAX Certification (May 2021), LinkedIn Learning Courses: Cert Prep: Scrum Master, UX Foundations: Interaction Design, Mistakes to Avoid in Agile Project Management