

Ramie Shreim

Lake Forest, California 92679
E-Mail: rami.gshreim@gmail.com

Phone: 949-732-8483
Digital Art Portfolio: artstation.com/greenrami
LinkedIn: <https://bit.ly/2IMikk0>

Education

UX/UI Certificate, Irvine, CA

June 2019 - December 2019 (Ongoing)

- Practiced conducting user research and analyzing data.
- Created and tested wireframes and high fidelity responsive mock-ups.
- Learned UI and graphic design principles such as: typography, color theory, and information architecture.
- Learned how to communicate with front end developers to pass off designs for efficient workflow.

University of California, Irvine.
Bachelors of Arts. Spring 2019

GPA: 3.6

Technical Skills

Trade Skills: Photo Editing, Animation, Digital Photography, Digital Art and Design, Video Game Development, Studio Art, 3D Modeling

Software/Programming Skills: Adobe Photoshop, Adobe XD, Clip Studio Paint, AutoCAD, HTML, JavaScript, CSS, Game Maker Studio, Zbrush

Experience

AME Design Group, Engineering Firm, Irvine, CA

Plumbing Designer/CAD Drafting Assistant, 2015 - 2017

- Assisted in cleaning and preparing CAD files for use by fellow plumbing and mechanical designers.
- Designed efficient layouts for hot water, cold water, and gas plumbing in various buildings.
- Directly communicated with engineers, designers, and drafters to create more efficient design workflow.

“Making Friends” Animated Short Animator, 2018

- Animated 3 scenes.
- Communicated with team members, gave/took critique on animated scenes.
- Helped “Making Friends” Become the first animated short at UCI’s Zotfest film festival.

ACTIVITIES

Officer of the Animation Club at UCI

- Presented and taught art and animation principles.
- Communicated with other officers to create fun and interesting activities for club members.
- Created art assets for the club, such as fliers and t-shirt designs.

Member of the Video Game Development Club at UCI

- Worked for the “Art Strike” team to create art assets and UI for games.
- Lead a development team for a quarter long game project.
- Developed games personally and participated in Game Jams.