Sophia Martinez

Digital Artist & Game Developer | symartinez21.github.io | Linkedin

CONTACT

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EDUCATION

BFA Art with Concentration In Digital Media Art

Latin Honors
San Jose State University

SKILLS

- HTML/CSS/JS
- VIsual Arts
- Video Production
- Web Development
- Motion Graphics
- Storyboarding

TOOLS

- Unity 3D / XR
- Adobe Creative Cloud
- Photoshop/ Illustrator/Premiere Pro/ Lightroom / Substance Painter
- p5.js
- Blender
- Python
- Maya
- Clip Studio Paint

Experience

SSKN

Co-Founder | Instagram | SUMMER 2020

- Organizing with fellow artists of color
- Design layout of social media feed
- Facilitating conversations through art, resources, and stories

KICK.CO

Creative Production under Marketing Leg | Tiktok | SUMMER 2022

- Proposed and conceptualized visuals and assets
- Produced video content utilizing Adobe Premiere
- Quality control of video content
- Contributed and brainstormed ideas as a team
- Researched trends weekly to collect data for content ideas

Social Media Manager | Tiktok | SUMMER 2022

- Brainstormed and individually wrote captions and hashtags
- Responsible for publishing video content onto social media
- Pushed content interaction and engagement across social media

3D Projects

EVERYTHING HAS ITS PLACE

Creator | itch.io | November 2022 - May 2023

- Modeled assets on Blender
- Coded with C# in Unity 2020
- Textured on Substance Painter
- Runs on Oculus Quest 2 & web browser

CAPPYTOWN

Lead Interaction Designer/Asset Developer | itch.io | November - December 2022

- ❖ Modeled assets on Blender
- ❖ Coded with C# in Unity 2021
- Environmental Designer
- Contributed and brainstormed ideas as a team

CHECKMATE!! THE DATING SIM

Creator | itch.io | March - May 2022

- Illustrated Assets in Photoshop
- Coded with Python 3 in RenPy

Web & Programming Projects

WEB DISSECTION

Creator | github.io | December 2022

- ❖ 3D Modeled Assets on Blender
- Coded with 3.IS