

# Sophia Martinez

Game Artist & Developer | [symartinez21.github.io](https://symartinez21.github.io) | [Linkedin](#)

## CONTACT

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📍 San Francisco Bay Area

🐦 @scribbledstarart

## 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

## CV & Experience

### SSKN

**Co-Founder** | Instagram | July 2020 - Present

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

## Games

### 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 3JS

### AUTUMN EXPLORATION

**Creator** | github.io | October 2022

- ❖ 3D Modeled Assets on Blender
- ❖ Coded with 3JS