

Sophia Martinez

Digital Multimedia Artist & Game Developer | symartinez21.github.io | [Linkedin](#)

CONTACT

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📍 San Francisco Bay Area

📌 @scribbledstar

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

3D Projects

EVERYTHING HAS ITS PLACE

Creator | itch.io | WINTER - SPRING 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 | WINTER 2023

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

Web & Programming

WEB DISSECTION

Creator | github.io | FALL 2022

CHECKMATE!! THE DATING SIM

Creator | itch.io | WINTER 2022

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

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