

Yulitsa Pantoja

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Objective

To work in a gaming industry to design, create, texture, and develop 3D models of environment backgrounds, characters, objects, and level designs.

Summary

I am currently a full time student in my junior year at California State University Monterey Bay working towards a bachelor degree and majoring in Communication Design with a concentration in Game Design. Currently taking some major courses for game design and in the near future to improve my understanding of designing video games, 3D models and Unity skills to be part of a team designing and developing games in the gaming industry.

Skills

- ❖ Adobe (Photoshop, After Effects, Premiere, Illustrator, Indesign)
 - ❖ Microsoft Office (Excel, Word, Powerpoint)
 - ❖ Autodesk Maya
 - ❖ Unity
 - ❖ HTML
 - ❖ CSS
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Education

California State University, Monterey Bay

100 Campus Center, Seaside, CA 93955

August 2019 - Expected Graduation May 2023

Communication Design Major with a Game Design Concentration

- ❖ GPA 3.65
- ❖ Dean's List | Spring 2020 | Fall 2020 | Spring 2021

Currently Enrolled Major Courses

- ❖ Character Design
- ❖ Environment Modeling