Ameya Goel

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EDUCATION

University of British Columbia   Vancouver, BC
Bachelor of Arts in Computer Science   *Aug. 2021 – May 2024*

EXPERIENCE

UBC AUS Graphic Designer   July 2022 – Present
University of British Columbia   *Vancouver, BC*
- Designed and developed a variety of graphics for Social Media, Logos, and merchandise for a 14,000 student department using the Adobe Suite
- Interpreted and created ideas for branding and marketing for clients in over 10 departments across the company
- Created and developed designs and advertising for social media accounts with over 5,000 followers with consistent themes and branding and increased event turnout by 65%

Graphic Designer and Illustrator   Aug. 2020 – May 2021
RIT Reporter Magazine   *Rochester, NY*
- Collaborated with writers and other designers to bring a visual representations to an article that kept the reader engaged for 50% longer on average
- Designed and worked on spreads on a variety of topics seen across a school of over 10,000 students
- Reviewed Design layout and responded to edits and critique quickly and professionally for over 12 articles

Freelance Artist and Designer   Aug. 2019 – Present
Freelance   *Denver, CO*
- Created logos and designs using illustration programs and Adobe suite for multiple companies
- Worked with Quick Draw Archery range to develop sweatshirt designs that sold out within a month
- Worked with UC Riverside Taiko Club to develop logos and merchandise for their Spring Concert advertised to over 1,000 people

PROJECTS

Candy Rush Game (Team of 4) | *C, Git, Visual Studio Code*   Jan 2021 – May 2021
- Developed a full 2D game using C and Monogame as the framework
- Designed the UI environment, enemies, and 2 NPC characters to create a cohesive visual style in the game
- Implemented the game UI including 3 different menus, pause, and game over screens
- Debugged 5 different stages of the project including gravity, player movement, and NPC activity

Simple Dress Up (Personal Project) | *HTML5, Javascript, Adobe Suite*   July 2022 – Present
- Developed a Game UI and Design for a basic entertaining Dress Up Game with 30+ Assets
- Set up a personal project plan to meet deadlines in effort to make a publish date
- Worked with several stages of prototyping both the Game UI and the model for testing
- Worked with Adobe Animate, Javascript, and HTML5 to develop the game to easily publish as a web game

justPeachy (Team of 4) | *Git, React, Cohere API, JavaScript*   March 2022
- Developed the frontend for a web-app dealing with Pink Tax using react and JavaScript
- Designed the UI environment from lo-fi to hi-fi within Figma and Adobe XD before implementing it fully
- Worked on connecting the backend and frontend of the project to predict and make decisions based on links the user enters.

TECHNICAL SKILLS

Languages: Java, C/C++, JavaScript, HTML/CSS
Frameworks: JUnit, MonoGames, Node.js
Applications: Adobe Illustrator, Adobe Animate, Adobe In design, Canva, Adobe XD, Unity
Developer Tools: Git, IntelliJ, VS Code, Visual Studio, BlueJ, Android Studio