

# Ameya Goel

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## EDUCATION

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### University of British Columbia

*Bachelor of Arts in Computer Science*

Vancouver, BC

Aug. 2021 – May 2024

## EXPERIENCE

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### UBC AUS Graphic Designer

*University of British Columbia*

July 2022 – Present

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

*RIT Reporter Magazine*

Aug. 2020 – May 2021

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

*Freelance*

Aug. 2019 – Present

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

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### 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

## TECHNICAL SKILLS

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**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