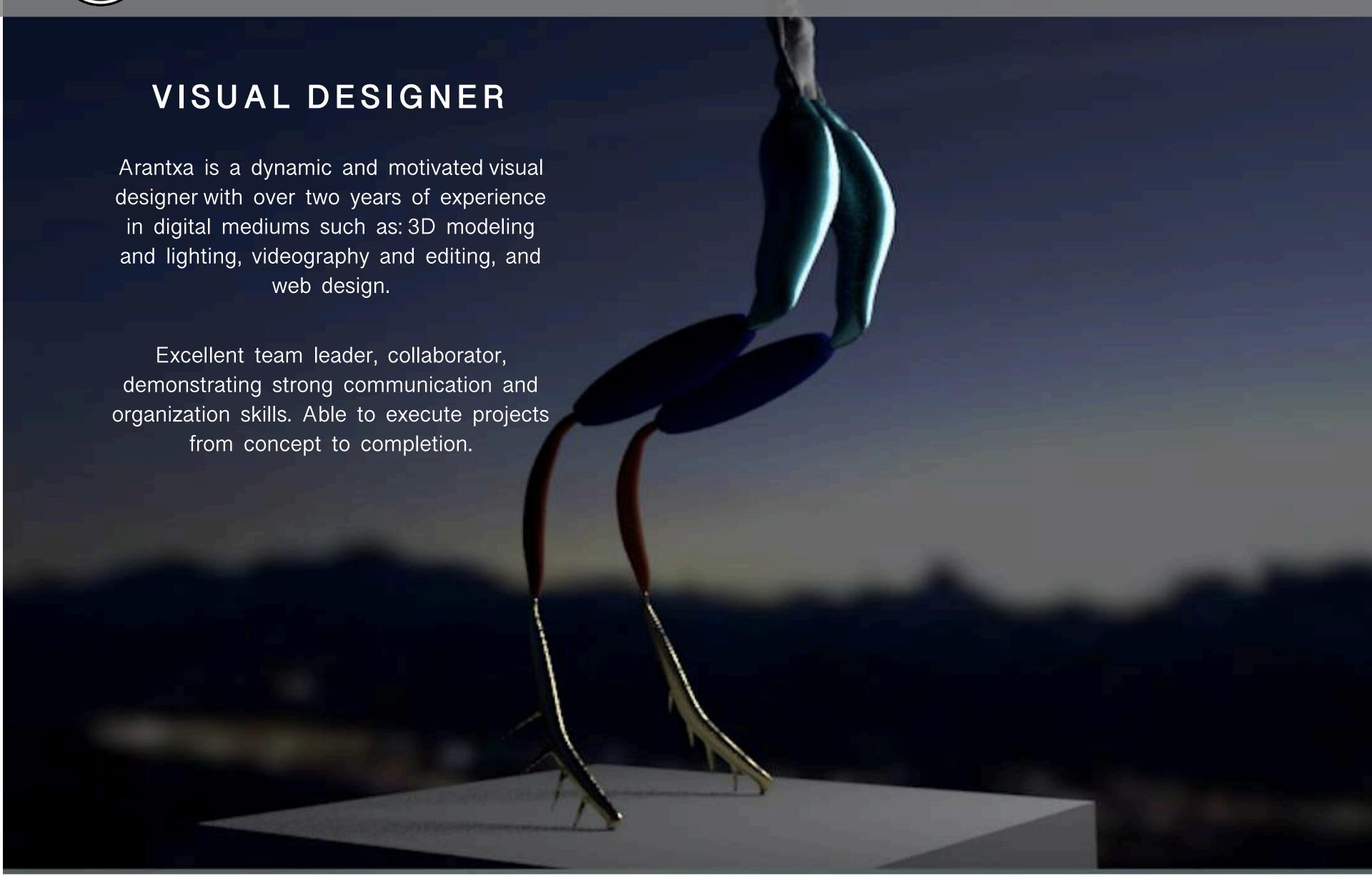
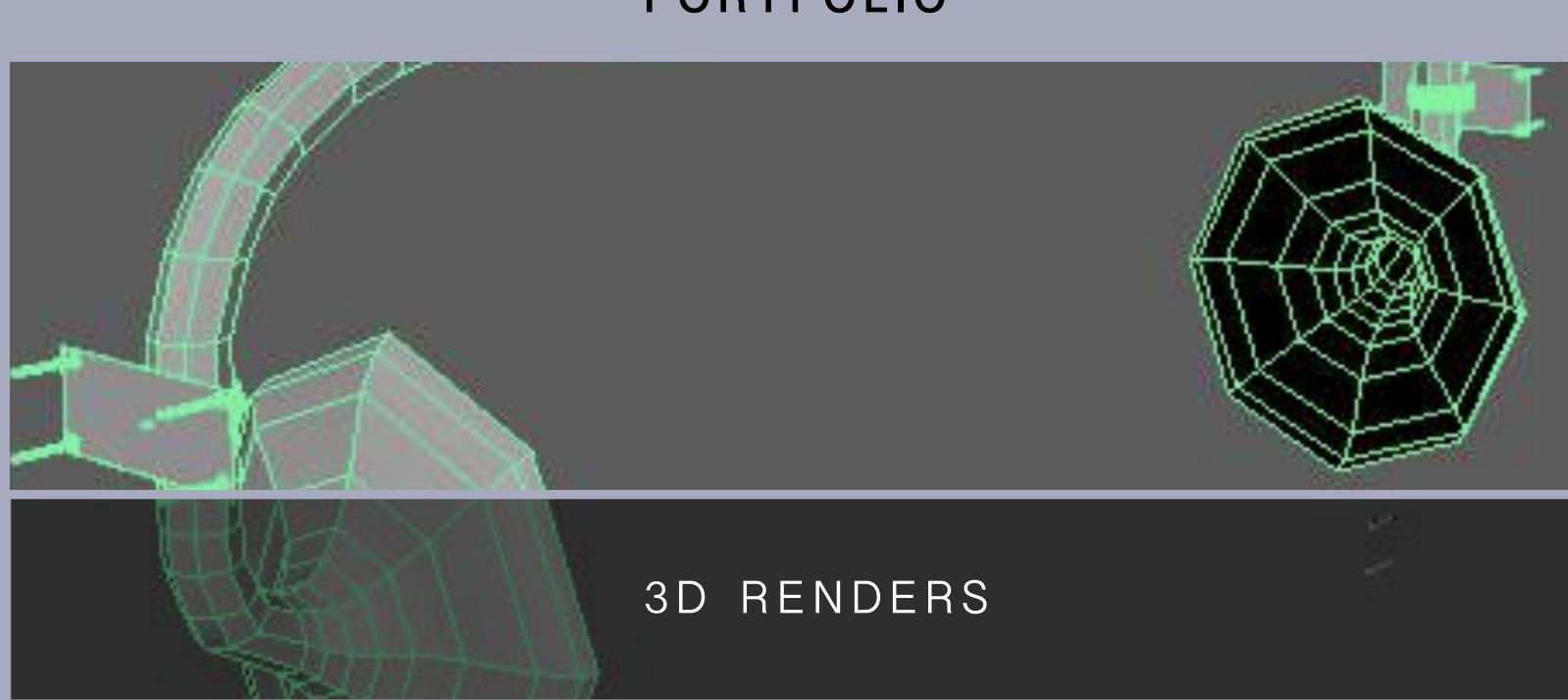
HOME



### PORTFOLIO



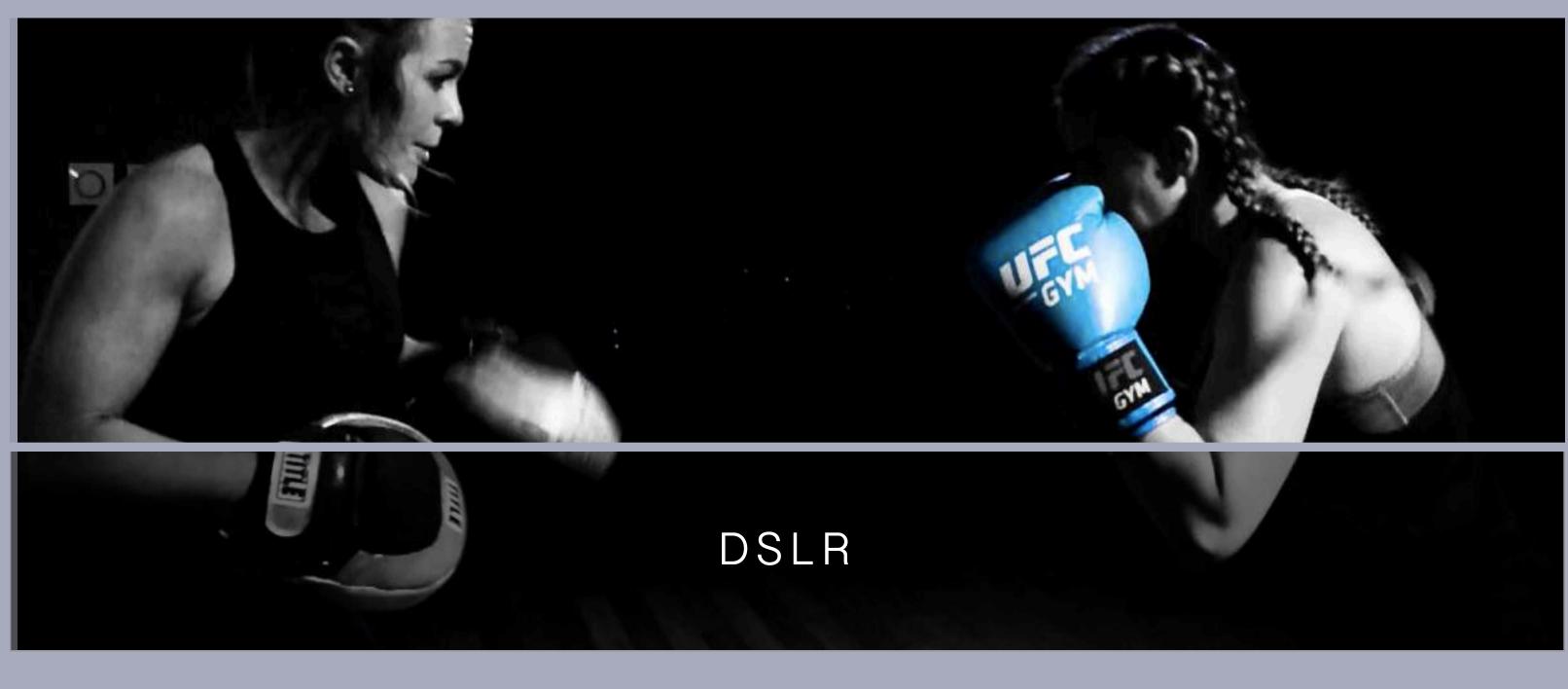
```
fill(255);
ellipse(width/2-ov,height/2+oh,sh,50);

fill(255);
ellipse(width/2+oh,height/2-ov,sh,50);

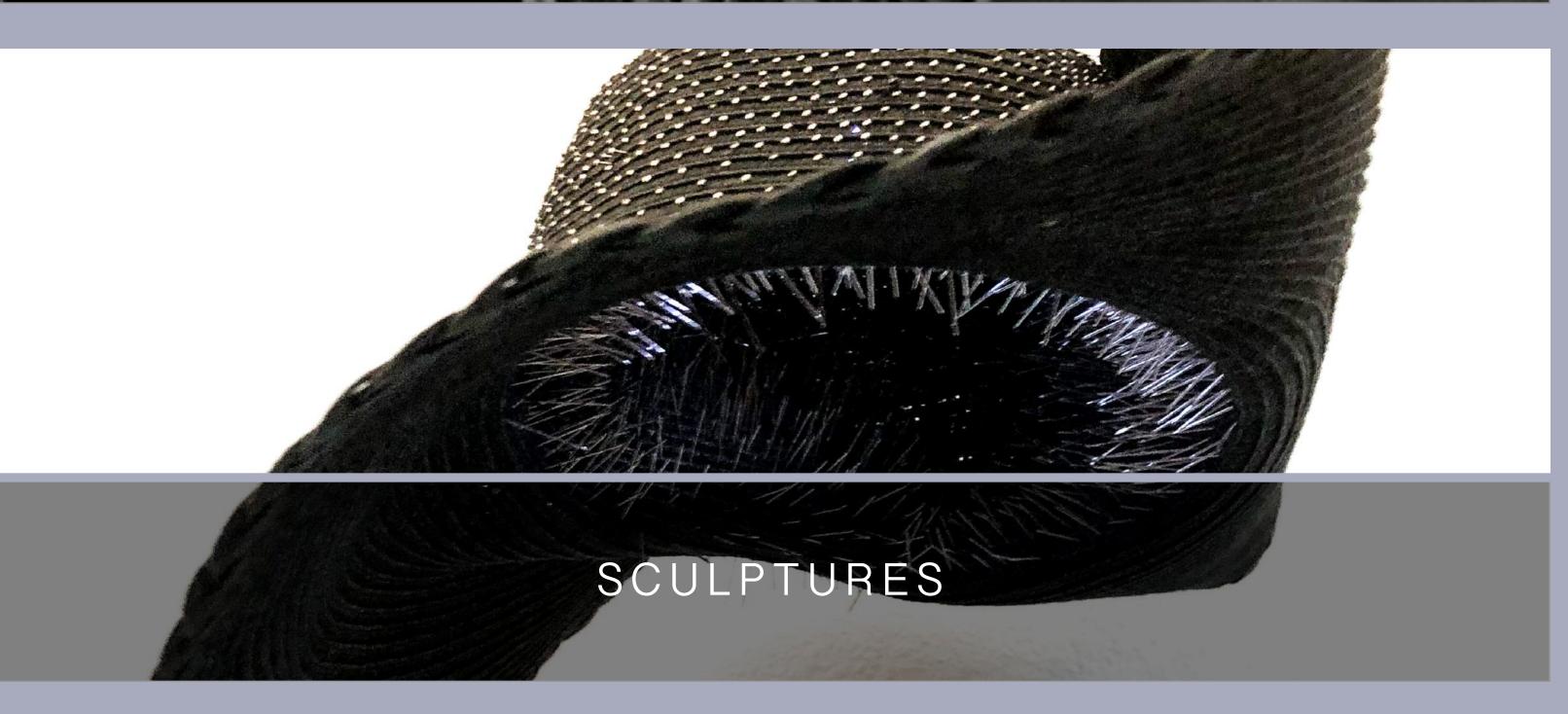
fill(255);
ellipse(width/2+oh,height/2-ov,sh,50);

void mousePressed() {
for (Spring spring: springs) {
    spring.pressed();
}

void mouseReleased() {
    for (Spring spring: springs) {
        spring.released();
    }
}
```

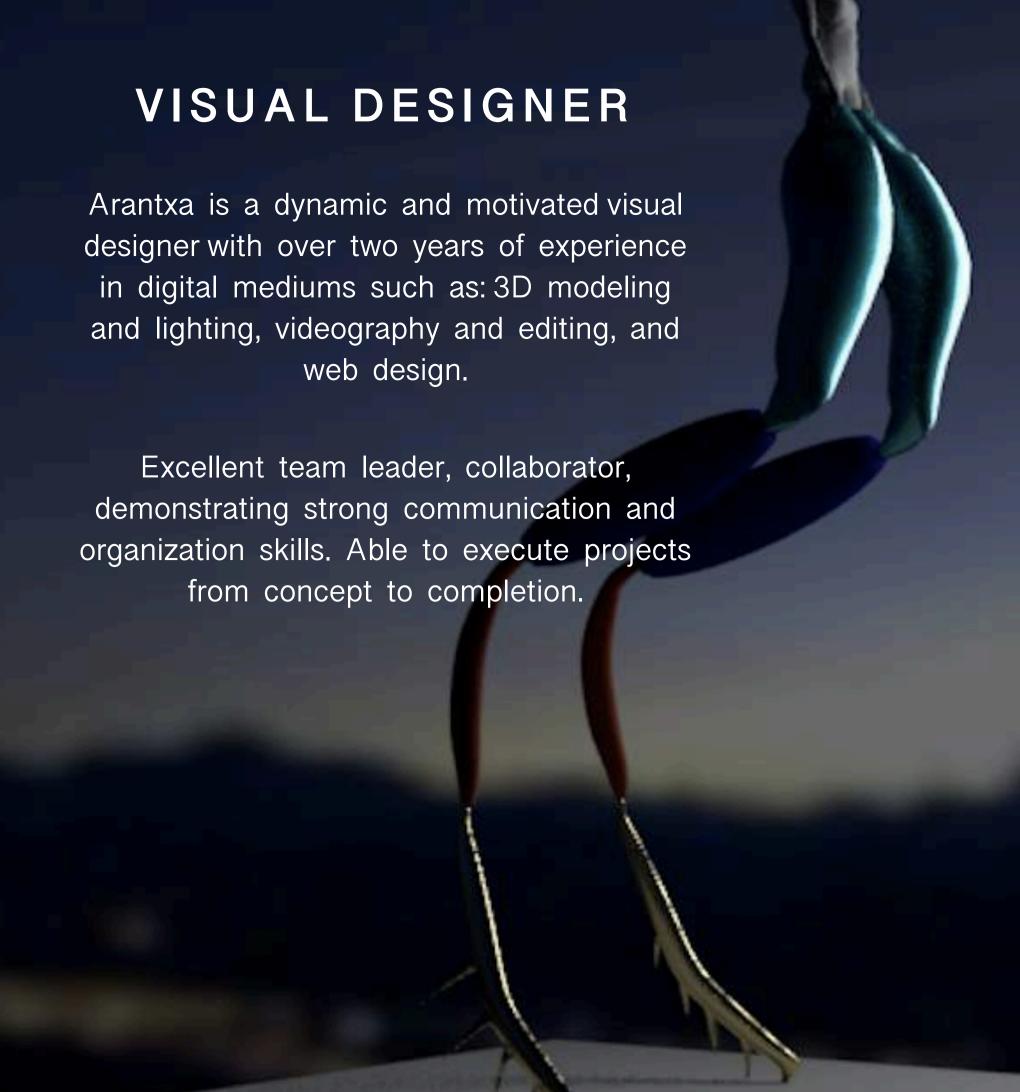




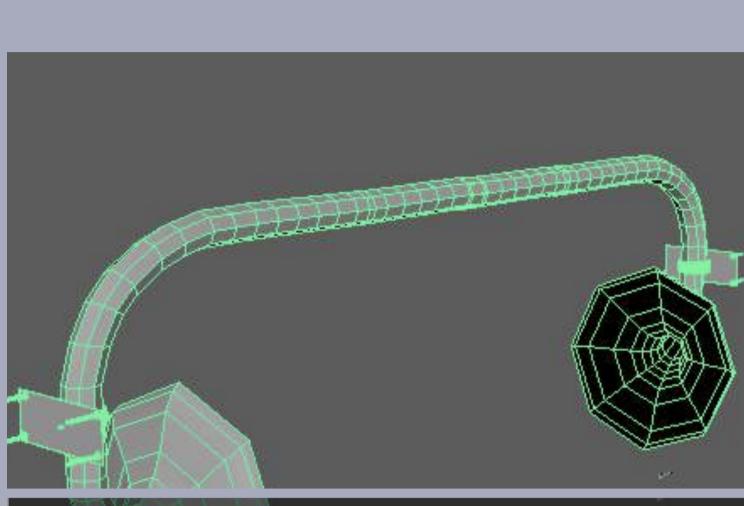


HOME





## PORTFOLIO

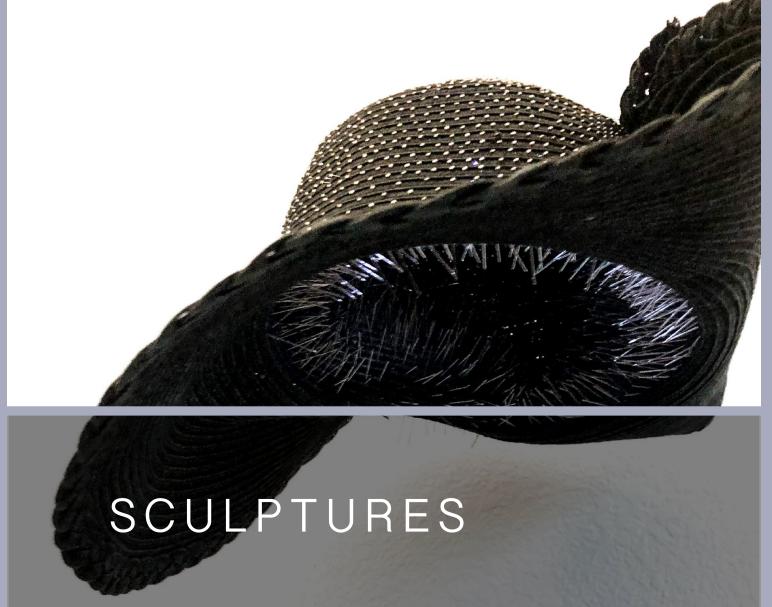


3D RENDERS

```
project1
 ellipse(width/2+ov,height/2+oh,sh,50);
  fill(255);
 ellipse(width/2-ov,height/2+oh,sh,50);
 fill(255);
 ellipse(width/2+oh,height/2-ov,sh,50);
void mousePressed() {
 for (Spring spring : springs) {
    spring.pressed();
 }
void mouseReleased() {
 for (Spring spring : springs) {
   spring.released();
class Spring {
  // Screen values
  float xpos, ypos;
  float tempxpos, tempypos;
                             BASED
 // Spring simulation constants
```







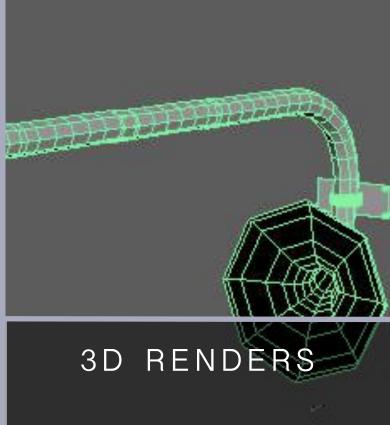


## VISUAL DESIGNER

Arantxa is a dynamic and motivated visual designer with over two years of experience in digital mediums such as: 3D modeling and lighting, videography and editing, and web design.

Excellent team leader, collaborator, demonstrating strong communication and organization skills. Able to execute projects from concept to completion.

PORTFOLIO

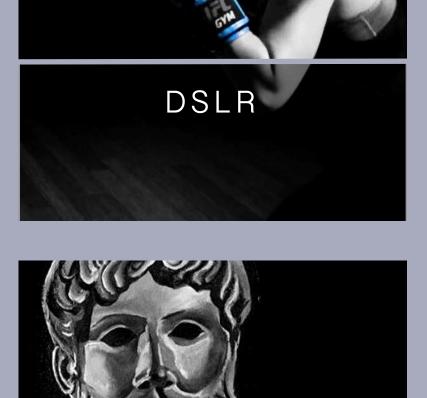


```
ellipse(width/2-ov,height/2+oh,sh,50);
64
     fill(255);
    ellipse(width/2+oh,height/2-ov,sh,50);
   void mousePressed() {
     for (Spring spring : springs) {
74
       spring.pressed();
   void mouseReleased() {
   for (Spring spring : springs) {
78
       spring.released();
   class Spring {
     // Scree volues float pos, yros;
                                   BASED
     float tempxpos,
     int size = 20;
     boolean over = false;
     boolean move = false;
     // Spring simulation constants
```

project1

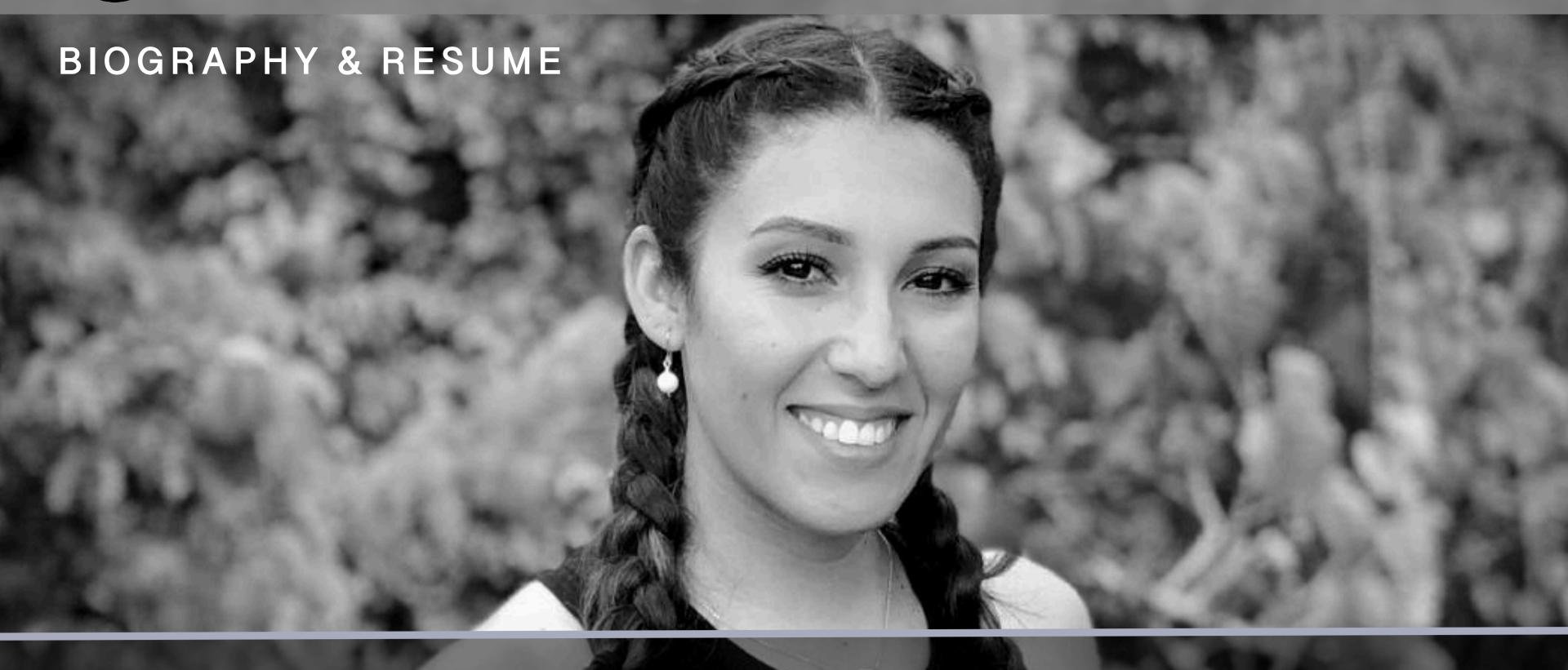
fill(255);

ellipse(width/2+ov,height/2+oh,sh,50);









Arantxa Astudillo is a visual artist based in the heart of the Silicon Valley. Her and her family immigrated from Chile when she was only 8 years old. In 2019 she received a Bachelors of Fine Arts in Digital Media Art, San Jose State University, Ca. She also holds an Associates Degree in Child Development from Foothill College, Ca. Astudillo's interdisciplinary artwork varies from video, photography, 3d modeling and lighting, coding and programming, robotic, drawing, painting, and sculptural. As an immigrant, world traveler, and environmentalist Astudillo incorporates a variety of cultures and animal rights activism into her work. Her art often addresses current environmental issues in hopes to raise questions and awareness.

#### RESUME

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## Arantxa Astudillo

**DIGITAL ARTIST** 

arantxastudio.com (650)279-7194 aaastudillo11@gmail.com

#### **SUMMARY**

Dynamic and motivated visual artist with over two years of experience in digital mediums such as: 3D modeling and lighting, videography and editing, and web design. Excellent team leader, collaborator, demonstrating strong communication and organization skills. Able to execute projects from concept to completion.

### **EDUCATION**

Digital Media Art - BFA - San Jose State University, San Jose, CA 2019 Child Development - AA - Foothill College, Los Altos, CA 2016

### **EXPERIENCE**

### **Domestic Assistant & Tutor**, Los Altos, CA 2016- 2020

- Designed and coached unique educational approaches that proved successful for the family's 3 children.
- Coordinated schedules with parental collaboration, reducing stress and increasing members' productivity.

### **Art Instructor**, The Creative Learning Loft, Redwood City, CA 2012- 2016

- Applied art therapy principles to develop and lead art projects for over 60 students aged 5-10, based on the proper use of color theory, pencil, charcoal, acrylic paints, clay art and other art mediums.
- Exceeded parental expectations by improving children's mood, calming the body and mind, and amplifying the advantages of a project oriented mindset; which translated into student's educational workflow.

### **SKILLS**

### **Prototyping Software**

- Arduino Sketch Blender Adobe Illustrator Unity Processing
- Adobe Photoshop

### **Programming/Scripting Languages**

JAVA C++**C**# HTML/CSS

### **Videography Tools**

Adobe Premiere Pro Adobe After Effects **DSLR** Drone GoPro Audio Equipment

### Machinery/Crafting

Solder iron **CNC Carver** 3D Printer Laser Cutter

### **ACCOMPLISHMENTS**

### Osher CCC Transfer Student Scholarship - San Jose State University 2017

### Makers Faire, San Mateo, CA 2019

- Showcased in the global fair of innovative and self made technology.
- Built and programmed an interactive robot using Arduino, time to distance sensor, servos
- View at https://vimeo.com/375579474.

## SquidWars, Itch.io 2018

- Designed objects with Illustrator, programmed with Unity, and published a computer game Now available at https://arantxastudio.itch.io/squidwars.
- GetJenergy, Sunnyvale, Ca 2017

- Produced, directed, filmed, synced music and edited a marketing advertisement for GetJenergy.
- Increased website viewings by 20% and generated over 25 Facebook shares, Available to view at https://vimeo.com/249214278.

HOME

Maya

Fusion360





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    - Fusion360 Processing

Maya

Laser Cutter

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#### **DSLR**

Drone Adobe Premiere Pro Adobe After Effects GoPro Audio Equipment

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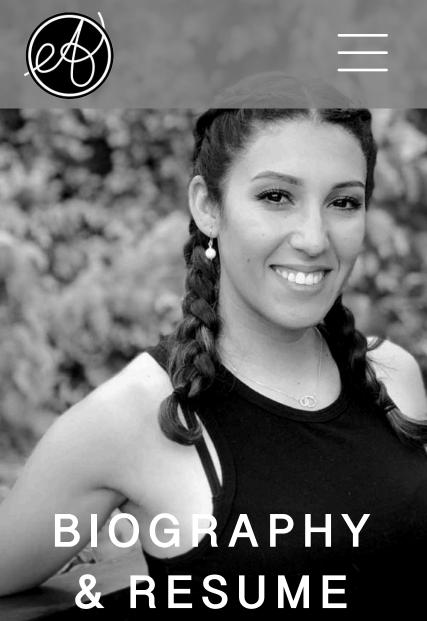
Solder iron

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### I want to hear from you!

Your Name...

E-mail...

Subject...

Your messege...

SEND MESSEGE



### I want to hear from you!

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E-mail...

Subject...

Your messege...

SEND MESSEGE

HOME

PORTFOLIO

BIO & RESUME

CONTACT



# I want to hear from you!

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Subject...

Your messege...

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