

## Hello

# I'm Aubrey Garcia

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## Skills

Maya, ZBrush, Substance Painter, Substance Designer, Marvelous Designer, Marmoset Toolbag.

Unreal Engine, Unity. Java, Python, C#, HTML, CSS, JavaScript.

## Experience

OCTOBER 2019 - PRESENT

### **Apple, Toronto** – *Specialist*

- Provided world-class service to customers in one of the busiest Apple Stores in Canada.
- Customized solutions for customer needs including business and professional individuals.
- Collaborated alongside a team of over 250+ employees.

JUNE 2017 - APRIL 2018

### **York University, Toronto** – *Web Designer*

- Designed and updated WordPress site for department faculty and students.

## Education

FEBRUARY 2022 - JUNE 2023

### **Think Tank Training Centre** – *Digital Asset Creation Diploma*

Specialized in Characters for Games.

JUNE 2014 - JUNE 2018

### **York University** – *Bachelor of Arts*

Graduated with Honors. Projects include the development of 2D side scrollers and virtual reality games, as well as various mobile apps and websites. Available to be viewed [here](#).

## Portfolio

[ArtStation](#)

[Vimeo](#)

[LinkedIn](#)

[Tech Art Portfolio](#)