VISUAL DESIGNER

autumn green

autumngreenbean.github.io/portfolio
instagram.com/autumngreenbean

education

Art + Technology

Bachelor of Art
University of Oregon,
2019–2023

jobs

Commissioned Artist

City of Eugene, 2020+2023

Responsible for creating and
installing physical artworks using
projected visuals.

Contracted Artist

ASUO, 2022-2023

Contributed to the support, design,
and execution of branding
materials for a major event,
specializing in brand design and
3D animations.

Projection Visuals Specialist

Eugene Opera, 2021-2023

responsible for designing visual
projections for stage sets and
operating them live during
performances.

Creative Programming Specialist

University of Oregon, 2022-2023

provided assistance to students in
resolving coding issues. Offered
solutions to help overcome
technical problems.

experience

Game Development Leader

University of Oregon, 2022-2023

Orginization of large groups of
students in several focuses:
game-making competitions, long-
term projects, visitations from
industry speakers, and workshops
for artists and programmers.

Exhibiting Artist

LaVerne Krause Gallery, 2022

Analog feedback loop
visualizations utilizing VHS.

Volunteer

Eugene Science Center, 2023

Assistance with coding
microcontrollers for an interactive
installation.

skills

videography, photography,
adobe suite, stable diffusion,
blender, unity, projection visuals,
web design

contact

email-

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