

# BIANCA VICTORIA

Game Producer

## Contact

### Website

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### Phone

386 - 748 - 7641

## Skills

Project Scheduling &  
Milestone Management

Excellent

Teamwork and  
Collaboration

Excellent

Scrum Project Management

Excellent

Jira

Excellent

Adobe Suite

Very Good

Microsoft Suite

Very Good

Unity

Very Good

HTML, CSS, JavaScript

Good

## Experience

2021-09 - Current	<b>Producer, 2D Artist, UI Designer</b> <i>Continuum - Senior Capstone Game Project</i> <ul style="list-style-type: none"><li>Scheduled tasks following Scrum methodologies and adapted schedule based off regular scope evaluation</li><li>Strengthened team communication through sending weekly task and team progress/accomplishment messages</li><li>Created all 2D art assets, including character art, enemy animations, and UI art assets</li></ul>
2021-01 - 2021-05	<b>Producer, 2D Artist, UI Designer</b> <i>Tournament of Magirus - Class Game Project</i> <ul style="list-style-type: none"><li>Managed 5 team member's weekly tasks following the Scrum method in Google Sheets and Trello</li><li>Improve time management through meeting one-on-one with members to create their personal schedules</li><li>Illustrated all pixel character, creature, and UI art</li></ul>
2021-05 - 2021-06	<b>Producer, 2D Artist</b> <i>Fool's Gold - Game Jam Project</i> <ul style="list-style-type: none"><li>Facilitated group discussions in planning the game's creative direction within scope</li><li>Motivated team members through organizing video game bonding sessions</li></ul>
2021-04 - Current	<b>Social Media Manager</b> <i>Video Game Development Club @ UCI</i> <ul style="list-style-type: none"><li>Promote our club's events on major social media platforms: Instagram, Facebook, and Twitter</li><li>Develop marketing content such as promotional materials and advertisements for social media</li><li>Increase member engagement through showcasing game projects &amp; our events</li></ul>
2020-05 - 2021-04	<b>Art Project Manager</b> <i>Video Game Development Club @ UCI</i> <ul style="list-style-type: none"><li>Oversaw approval of VGDC game project team art asset requests for the art team</li><li>Collaborated with art team on task list creation to meet overall project goals on time</li><li>Assisted art team members in how to use art softwares and implement digital art techniques</li></ul>

## Education

2018-09 - Current	<b>Bachelor of Science: Computer Game Science, Human Computer Interaction</b> <i>University of California, Irvine</i>
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