

BIANCA VICTORIA

Game Producer

Contact

Website

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LinkedIn

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Email

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Phone

386 - 748 - 7641

Skills

Project Scheduling &
Milestone Management

Excellent

Scrum Project Management

Excellent

Jira

Excellent

Microsoft Suite

Very Good

In Game Skills

Tilt-free LoL Player

Excellent

Tetris Line Clear Speed

Very Good

Experience

Sep 2021 -
Current

Producer, 2D Artist, UI Designer

Continuum - Senior Capstone Game Project

- Scheduled tasks following Scrum methodologies and adapted schedule based off scope
- Strengthened team communication by sending weekly task and team accomplishment messages
- Created all 2D characters, UI art, and animations

Jan 2021 -
May 2021

Producer, 2D Artist, UI Designer

Tournament of Magirus - Class Game Project

- Managed 5 team member's weekly tasks following the Scrum method in Google Sheets and Trello
- Improve time management through helping members create their personal schedules
- Illustrated all pixel character, creature, and UI art

May 2021 -
June 2021

Producer, 2D Artist

Fool's Gold - Game Jam Project

- Facilitated group discussions in creative planning
- Motivated team members through organizing video game bonding sessions

April 2021 -
Present

Social Media Manager

Video Game Development Club @ UCI

- Promote club's events on social media platforms
- Develop promotional materials and graphics
- Increase member engagement through showcasing game projects & our events

May 2020 -
April 2021

Art Project Manager

Video Game Development Club @ UCI

- Oversaw approval of VGDC game project team art asset requests for the art team
- Assisted art team members in how to use art softwares and implement digital art techniques

Education

Sep 20218 -
Current

**Bachelor of Science: Computer Game Science,
Human Computer Interaction**

University of California, Irvine