BIANCA VICTORIA

386 - 748 - 7641 | biancavictoria2199@gmail.com | www.biancavictoria.com

Skills

- Agile Methodologies (SCRUM, Kanban)
- Productivity Tools (Jira, Trello, Milanote)
- Microsoft Suite (Excel, Word, PowerPoint)
- Adobe Suite (Photoshop, Illustrator, After Effects)
- 2D Game Art (Concept, Illustration, UI Asset Creation)
- Standard Programming Knowledge (Python, C++, C#, HTML, CSS, JavaScript)

Experience

Producer, 2D Artist, UI Designer
Continuum - Senior Capstone Game Project | Sep 2021 - Current

- Schedule tasks following Scrum methodologies and adapted based off scope for a Space Fantasy Roguelike game using Jira
- Strengthen team communication by sending weekly task and team accomplishment messages
- Conduct play test sessions and facilitate group discussions to problem solve issues
- Create all 2D characters, UI art, and animations

Producer, 2D Artist, UI Designer
Tournament of Magirus - Class Game Project | Jan 2021 - May 2021

- Managed 5 team member's weekly tasks following the Scrum methodology in Google Sheets and Trello for a local multiplayer turn-based fantasy game in Unity
- Improve time management by helping members create personal task schedules
- Collaborate with team to iterate UI designs through making UI mockups in Figma

Social Media Manager
Video Game Development Club @ UCI | April 2021 - Present

- Promote club's events on social media platforms and develop promotional materials
- Lead a team of 2 graphic designers to create graphics and establish club branding

Art Project Manager
Video Game Development Club @ UCI | May 2020 - April 2021

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

Education

Bachelor of Science: Computer Game Science, Human Computer Interaction
University of California, Irvine | Sep 2018 - Expected June 2022