

BIANCA VICTORIA

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VIDEO GAME PROJECTS

Chronodelver

Producer/2D Artist/UI Designer | Sep 2021 - Present

- Organize an agile development schedule for a team of 7
- Improve team's understanding of high priority goals by creating task dependency charts
- Keep track of daily standups and re-evaluate scope based off of our current progress

Tournament of Magirus

Producer/2D Artist/UI Designer | Jan 2021 - May 2021

- Manage each of the team member's weekly tasks following the agile development model
- Hold meetings and check-ins twice a week to document progress in Google Sheets
- Collaborate with the lore designer when creating avatars for the Necromancer, Druid, and Fire classes

EXTRACURRICULARS

Video Game Development Club (VGDC)

Social Media Manager | April 2021 - Present

- Promote our club's events on major social media platforms, such as Instagram, Facebook, and Twitter
- Track and analyze viewer engagement in graphs using Google Sheets to improve promotion strategies
- Increase member engagement through showcasing clubs' game projects & pictures of our events

Art Strike Project Manager | May 2020 - Mar 2021

- Facilitate communication between artists and VGDC game project teams
- Ensure art deadlines are met by keeping completion progress of art assets in a google sheet

WORK EXPERIENCE

Connected Camps

Roblox Curriculum Development Lead | May 2020 - Mar 2021

- Improve the previous curriculum so kids can learn game development more efficiently and more in depth
- Code and design example games for students on Roblox Studio, such as adventure or story games
- Collaborate with other counselors to redesign curriculum slides to fit our company's brand

EDUCATION

University of California, Irvine - Expected Graduation: June 2022

- Major: Computer Game Science
- Specialization: Human Computer Interaction

LINKEDIN

- [linkedin.com/in/biancavictoria-88a1a9183](https://www.linkedin.com/in/biancavictoria-88a1a9183)

PRODUCTION

- Microsoft Suite (Excel, Word, PowerPoint)
- Google Suite (Sheets, Docs, Slides)
- Trello, Milanote, Hootsuite
- Agile development model

SOFTWARE

- Adobe (Photoshop, Illustrator, After Effects)
- Maya
- Unity
- Canva
- Figma

SOFT SKILLS

- Time Management
- Teamwork
- Leadership
- Adaptability
- Verbal and Written Communication