

# BIANCA VICTORIA

Game Producer

## Contact

### Website

www.biancavictoria.com

### LinkedIn

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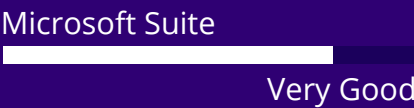
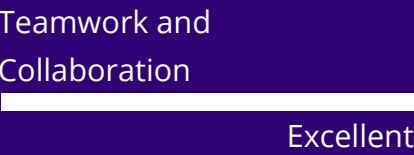
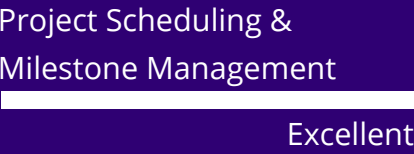
### Email

biancavictoria2199@gmail.com

### Phone

386 - 748 - 7641

## Skills



## Experience

2021-09 - Current	<b>Producer/2D Artist/UI Designer</b> <i>Continuum - Game Project</i> <ul style="list-style-type: none"><li>Scheduled tasks following agile development model and adapted schedule based off regular scope evaluation</li><li>Strengthened team communication through sending weekly task and team progress/accomplishment messages on discord</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 - Game Project</i> <ul style="list-style-type: none"><li>Managed 5 team member's weekly tasks following the agile development model in Google Sheets and Trello</li><li>Identified plans and resources required to meet project goals and objectives</li><li>Collaborated with the lore designer when creating character avatars for the Necromancer, Druid, and Fire classes</li><li>Concepted and created all pixel art character, creature, and UI art assets</li></ul>
2021-04 - Current	<b>Social Media Manager</b> <i>Video Game Development Club</i> <ul style="list-style-type: none"><li>Promote our club's events on major social media platforms, such as Instagram, Facebook, and Twitter</li><li>Analyzed and tracked social media campaign results in graphs using Google Sheets to improve promotion strategies</li><li>Developed 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</i> <ul style="list-style-type: none"><li>Oversaw approval of VGDC game project team art asset requests from the art team</li><li>Facilitated communication between artists and VGDC game project teams</li><li>Collaborated with art team on task list creation to meet overall project goals on time</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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