Christiane Pham

Portfolio: chpham.site ▪ LinkedIn: chpham

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EXPERIENCE

NIS America, Inc., Santa Ana, CA — *Quality Assurance Tester*

2019

- ❖ Testing and proofreading NIS America, Inc. published games
- ❖ Reporting text, graphical, and miscellaneous bugs to prepare for game release
- ❖ Assisting the localization team to help create a better player experience

Freelance Illustrator/Designer

2012 - PRESENT

- ❖ Illustrating, designing, and producing various types of merchandise (prints, keychains, books, etc.)
- ❖ Formatting, editing, and proofing books for print
- ❖ Selling and marketing online and at specialty events around the country
- ❖ Communicating with clients for commissioned projects according to a client's specifications
- ❖ Experienced in building rapport and maintaining social media presence

Gloss Hand Spa, San Diego, CA — *Business Admin/Designer*

2016 - PRESENT

- ❖ Designing and proofing menus, advertisements, and other promotional materials for print/publication
- ❖ Handling written and physical business/customer correspondence, assisting with customer satisfaction and retention
- ❖ Managing website and content editing

EDUCATION

University of California, San Diego, San Diego, CA — *Bachelor of Arts*

2015 – 2017

Interdisciplinary Computing in the Arts and Music

SKILLS

Extensive team project/collaboration experience

Customer service, outreach, and conflict resolution

Mac/Windows

Adobe Creative Suite

Website/book layout formatting

Illustrations, concepts

2D design/graphic design

Basic 3D design/sculpture

Basic animation

Painting

E-commerce; planning logistics of an online store

Managing merchandise stock costs and supply levels

Proficient at generating business proposals

LANGUAGES

English (Advanced)

Vietnamese (Advanced)

Japanese (Intermediate)

San Diego Mesa College, San Diego, CA —
Associate of Arts

2013 – 2015

Emphasis in Language Arts and Humanities Studies: Japanese

PROJECTS

Sandma — *chpham.site/sandma*

- ❖ Illustrated concept art and character design for a video game
- ❖ 3D-modeled assets implemented in-game

Variance — *chpham.site/variance*

- ❖ Senior ICAM Project involving augmented reality, illustration, and animation