

# DANIELLE RAGAS

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## SKILLS

Storyboarding  
Graphic Design  
Motion Graphics  
Video Editing  
Illustration  
Sketching  
Writing

## TOOLS

Adobe Creative Suite  
Autodesk Maya  
HTML/CSS  
Unity 3D  
Final Cut Pro

## INTERESTS

Gaming  
I love RPGs and nonlinear  
gameplay. Currently playing  
Prey and Overwatch.

Illustration  
I've created original and  
fan work under the artist  
name Tsuyuus since 2014.

## EDUCATION

Simon Fraser University  
BA in Interactive Arts and  
Technology  
2013 - present

## ABOUT

I'm an artist and designer from Vancouver with a passion for illustration, animation, video editing, and storytelling. I strive to create memorable experiences, and I can bring my creativity and strong communication skills to any project and position.

## EXPERIENCE

### ASSOCIATE ARTIST / BOWARE

sept 2017 - aug 2018

Produced ten storyboards for cinematic cutscenes and gameplay moments for two different projects.

Routinely presented boards to writers, animators, and designers to identify problems with scenes, come up with appropriate solutions, and iterate on feedback.

### DESIGNER AND ARTIST / BEEP

jan 2017 - apr 2017 / academic project, video game

Created environment concept art, game mechanic diagrams, and game assets for a 3D action adventure puzzle game.

Designed and built four of nine levels in the Unity game engine.

### ANIMATOR AND EDITOR / AMORPHOUS

jan 2016 - apr 2016 / academic project, short film

Modeled and animated the main character and two environments for a 3 minute long 3D animated film about an astronaut on an alien planet.

Compiled rendered shots together and added visual effects such as backgrounds and holographic screens.

### MARKETING ASSISTANT / APPLIED BIOLOGICAL MATERIALS

sept 2016 - dec 2016

Designed various website assets and print material for both public and in-house use according to the company's existing style guide.

Recorded audio for and animated two 8 minute videos illustrating biotechnology concepts for the company's YouTube channel.

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