

# danielle ragas.

I'm a design student at Simon Fraser University with a passion for animation, illustration, video editing, and storytelling. I'm able to bring my creativity and strong communication skills to any project and position, and I strive to create memorable and enjoyable experiences.

## CONTACT

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## INTERESTS

### Gaming

I love RPGs and nonlinear gameplay. Currently playing Mass Effect Andromeda and Overwatch.

### Illustration

I've been creating original and fan work under the artist name Tsuyuus since 2014.

## EDUCATION

Simon Fraser University

School of Interactive Arts and Technology

Media Arts Concentration

2013 – Present

## EXPERIENCE

### Level Designer, Concept Artist

Beep – Video Game, Spring 2017, Team project

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

Designed and built 4 out of 9 levels using the Unity game engine.

Final game exhibited at the Vancouver Comic Arts Festival.

### Animator, Video Editor

Amorphous – 3D Animation, Spring 2016, Team project

Modeled and animated the main character and 2 environments for a 3 minute long 3D animated film about an astronaut on an alien planet.

Compiled rendered shots together totalling 1 fourth of the film and added all visual effects such as backgrounds and holographic screens.

### Marketing Assistant Co-op

Applied Biological Materials, September 2016 - December 2016

Designed 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 2 videos illustrating biotechnology concepts for the company's youtube channel.

Handled multiple projects and requests at a time and completed them all within their given deadlines.

## SKILLS AND TOOLS

### Software

Unity  
Autodesk Maya  
Adobe Creative Suite  
Final Cut Pro

### Creative

Illustration/Storyboarding  
Motion graphics  
Video Editing  
Writing

### Design

Ideation/Research  
Sketching  
Prototyping  
HTML/CSS