

# portfolio.

MAGGIE  
ROSE

mrose24apps@gmail.com

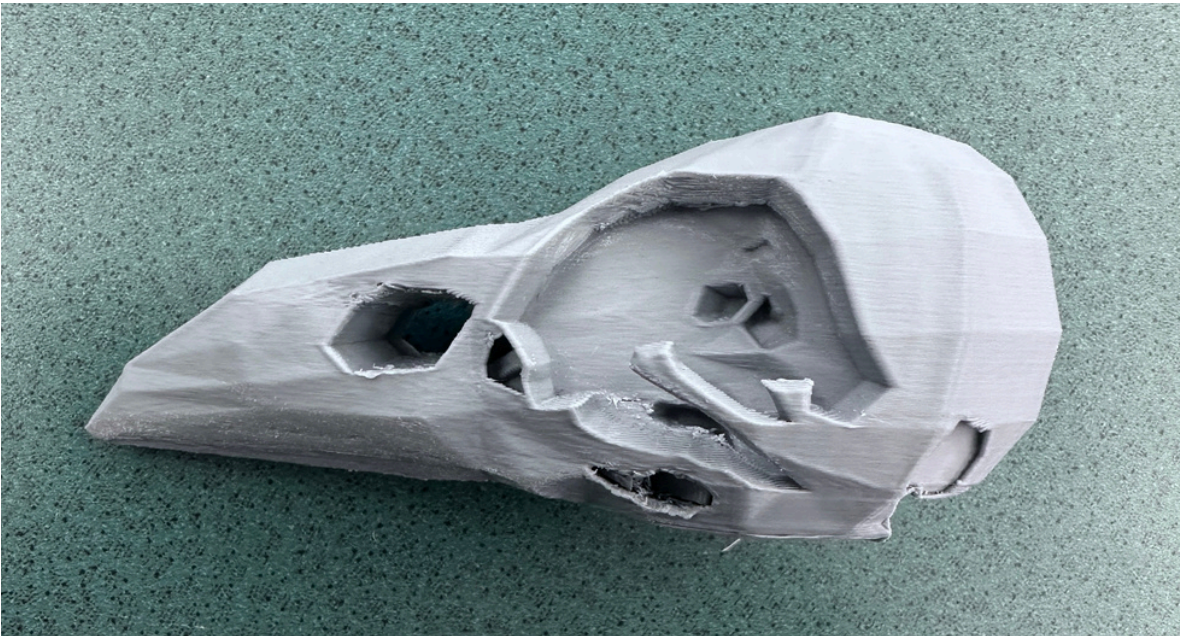
3D Modeling/  
Visual Dev



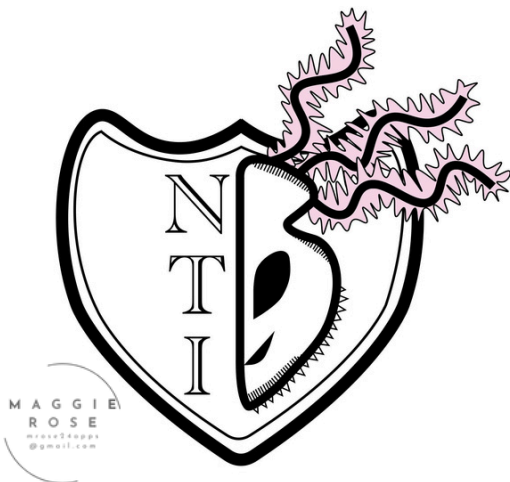
Project: Class Work | Medium: 3D Modeling



Project: Class Work | Medium: Glitch Art



Project: Classwork | Medium: 3D Modeling/Printing



Project: Classwork | Medium: Logo Design  
In collaboration with: Elisabeth Tu, Lea Wilhelmer, Ethan Kamigaki, Belle Alvarez, Lynnese Dunn



Project: Classwork | Medium: Website Design

digital art.



# about me.



My name is Maggie Rose, and I am a college student at San Jose State University and an Alumni of Cañada Community College. I specialize in 3D Modeling and Technical Artistry. Specifically in the Game Development industry. I have three years of experience, two of which have been spent working on extra curricular design projects with fellow students.

Contact: [mrose24apps@gmail.com](mailto:mrose24apps@gmail.com)

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