Ruhi Madapoosi

Visual Development & Illustration

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Education

San Jose State University
Animation/Illustration BFA
Digital Media Arts Minor
Expected Graduation: May 2026

Software Skills

Photoshop, Illustrator, InDesign, Animate, Premiere Pro, After Effects, Substance Painter, Maya, Zbrush, ToonBoom Harmony, Clip Studio Paint, Procreate, Piskel, Rive, HTML/CSS/Bootstrap/p5js

Experience

SJSU Animation/Illustration BFA 2026 Gallery Director | *2025 – Present*
- ❤ Leading a committee to organize an industry gallery for graduating seniors class and capstone projects
- ❤ Moderating monthly meetings to plan the gallery's theme, production timeline, and execution
- ❤ Contact point between the SJSU Animation/Illustration program and the gallery

"Chalk Paper Scissors" Visual Novel/Point & Click Game Director | *2025 – Present*
- ❤ Directing a 2D game for my BFA Capstone project
- ❤ Managing and directing a small team of 7 artists and 3 external roles
- ❤ Doing concepting and layout artwork for the project

Loona Cupsleeve Local Event Manager, Graphic Artist | *2024 – Present*
- ❤ Organized Public Fan events, providing customer service and managing sales of items
- ❤ Corresponded with different teams across the U.S./Canada, and outside venues
- ❤ Created custom illustrations and merchandise for event

Lirvana Labs Rive Game Variation Team Freelance Intern | *Nov 2024 – Mar 2025, May 2025 – Aug 2025*
- ❤ Swapped out preexisting design assets for children's educational minigames
- ❤ Set up user interface and gameplay interactions using Rive

SJSU Shrunkenheadman (Animation/Illustration) Club Charity Committee Moderator | *2023 – 2024*
- ❤ Co-lead and coordinated team meetings, alongside managing the budget and shared drive
- ❤ Planned and executed community and charity events, collaborating with associated parties for larger events and meetings
- ❤ Optimized release schedule and themes for increased publicity of events on social media
- ❤ Made graphics, posters, and short form videos for event promotion and artist recruitment

San Jose State University, Light & Optics Teaching Assistant | *2022, 2024*
- ❤ Critiqued class work on perspective, composition, and technique
- ❤ Demonstrated potential solutions and offered advice for improvement
- ❤ Collaborated with Professor & TAs to divide tasks and efficiently communicate with students

Projects

"Rumination" Animated Film Background Artist, Social Media Assistant | *2024 – 2025*
"Stuck-catto" Animated Film Social Media Coordinator, Background Artist, Compositing | *2024 – 2025*
"Lukso Ng Dugo" Animated Film Prop Design, Background Layout, Line and Color Artist | *2024 – 2025*
"Dancing Dhamaal" Animated Film Merchandise and Social Media Graphic Artist | *2023 – 2024*
"My Turn" Animated Film Background Artist | *2023 – 2024*
"Blub Blub" 2D Pixel Game Background Artist | *2024*
"A Paw Over Dark" Animated Film Background Artist | *2022 – 2023*
"Haunting Notes" 2.5D Game Prop Design, Asset Artist | *2022 – 2023*
"I Am A Superstar" Point & Click Game Lead Artist | *2023*

Additional Activities

SJSU Shrunkenheadman (Animation/Illustration Club Member, Committee Officer | *2021 – Present*
SJSU WIA (Women in Animation) Club Member | *2021 – Present*
WIA (Women in Animation) Organization Member | *2025 – Present*