

Ruhi Madapoosi

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Education

San Jose State University
Animation/Illustration BFA Major
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, Google Suite, SyncSketch, Favro, Trello, HTML/CSS/Bootstrap/p5js

Experience

SJSU Animation/Illustration BFA 2026 Gallery Director | 2025-Current

- Led a committee to organize an industry gallery for graduating seniors class and capstone projects.
- Moderated monthly meetings to plan the gallery's theme, production timeline, and execution
- Was contact point between the SJSU Animation/Illustration program and the gallery

Loona Cupsleeve Local Event Manager, Graphic Artist | 2024-Current

- 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 educational minigames
- Set up user interface and gameplay interactions using Rive

SJSU Shrunkheadman (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

Animated Film 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

"A Paw Over Dark" Animated Film Background Artist | 2022-2023

Game Projects

"Chalk Paper Scissors" Visual Novel/Point & Click Game Director | 2025-Present

"Blub Blub" 2D Shooting Game Background Artist | 2024

"Mouse in a House" 2D Platformer Game Background & Character Artist | 2024

"I Am A Superstar" Point & Click Game Lead Artist | 2023

"Haunting Notes" 2.5D Game Prop Design, Asset Artist | 2022-2023

"Hunt for the Cookie Dealer" Visual Novel Lead Artist & Writer | 2021

Additional Activities

SJSU Shrunkheadman (Animation/Illustration Club Member, Committee Officer | 2021 - Present

SJSU WIA (Women in Animation) Club Member | 2021 - Present