Sophia Boss

Student at UC San Diego

30057 Avenida Tranquila, RPV, CA

sboss@ucsd.edu

310 - 963 - 1999

https://sophiaboss.myportfolio.com/

https://sophiaboss11.github.io/

🎓 EDUCATION

- 2018-2022 : University of California, San Diego

📄 MAJOR/MINOR

- Major : Interdisciplinary Computing and the Arts
- Minor: Interaction Design

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PROGRAMS

- Ps
- M
- (Unity)
- (Mixamo)
- Mu
- Pr
- S

SKILLS

- 3D Modeling + Rig Setup
- Texturing/UV maps
- 3D + 2D Animation
- Design: graphic | web | interaction
- Illustration
- Basic Java programming
- Creativity, visual intuition, art concept

COURSEWORK

- VIS 145B - AR systems - Jon Paden
- VIS 10 - iCAM Lecture Series - Jon Paden
- Animation Mentor - Anim 1 - Anthony Wong
- CSE 8A - Intro Java - Joe Gibbs Politz
- CSE 198 - Game design - Jurgen Schulze
- VIS 198 - 3D Animation - Ricardo Dominguez
- VIS 41 - Design - Jessica D'Elana-Tweed

📈 EXPERIENCE

- Animation Studio Director - Triton XR - Lead team of ~20 students to produce an animated VR film in 3 quarters.

- 3D Generalist - PWC - Create animations, 3D models, rigs, textures for PWC's ios AR application "Bodylogical"

- 3D Generalist - Immersive Visualization Lab - Create animations, adjust lighting, and design elements for VR application "Nicotine Simulation"

- Graphic Designer - Immersive Visualization Lab - Created logo designs for medical AR application "MIP"

- 3D Generalist - Triton XR - Create animations, 3D models, rigs, textures for VR game design team "Comic Heroes"