

# TIFF KATH

Anaheim, CA · tiffbkath@gmail.com

## JOB EXPERIENCE

### **LCAD Big Bend Back Up Receptionist**

**SEP 2019 – MAY 2020**

- Manages desk, assists individuals, and performs lock-up procedures

### **Marian Paquette | Artist's Assistant**

**SEP 2019 – NOV 2019**

- Worked in fabrication, organization, web design, and warehouse work

## PROJECTS & PUBLICATIONS

### **Printmaking Assistant · Tim Musso · La Sierra University**

**AUG 2021**

- Assisted in running block printing tests for a future book project

### **T-Shirt Print Fundraising · OC Mutual Aid**

**JAN 2021**

- Built screens by hand, then hand bleached & screen printed t-shirts
- 45% of all profits (\$400 Total) went to 714MutualAid—a food distribution organization that helps OC citizens in need

### **COLOR Zine · Circle**

**FEB 2020**

- Featured for my “Beetle Innards” color sculpture in a design zine, based in China

### **Thulu · Video Game Development Association (VGDA) Game Jam · CSULB**

**APR 2019**

- Collaborated in a team of 5 to fully conceptualize and produce a project
- Acted as a leading character and game designer; Solely produced all art and visual design elements of the game
- Effectively developed and curated a 1-level game in Unity

### **Quest Coast · Orange County School of the Arts**

**JAN 2017 – JUN 2017**

- Assisted in expanding the project from the basic idea of a 3-level game with the goal of advancement into a full-fledged game
- Worked in a team of 3 to fully realize the second level—personally building, stylizing, and integrating 3d models into the level's environment
- Developed skills in teamwork, Photoshop, 3ds Max, and Unreal Engine 4
- Featured in the OC Register

### **Lead Album Artist & Designer · Chapman Soundcheck**

**JUL 2021**

- Created iterations for album art & successfully designed a cover that then went to a finalization stage with another artist

## EDUCATION

### **Concept Design Academy**

**SEP 2022 – DEC 2022**

Intro to Storyboarding with Mark Garcia · Backgrounds for Animation with Khang Le

### **Bachelor of Illustration in Graphic Design (Incomplete)**

**SEP 2019 – DEC 2021**

Laguna College of Art & Design, GPA: 3.9

### **Bachelor of Arts in Film & Digital Media, Cognitive Science (Incomplete)**

**SEP 2018 – JUN 2019**

University of California, Santa Cruz, GPA: 3.34

## TOOLS/SKILLS

- Adobe Photoshop, Adobe After Effects, Adobe Illustrator, Premiere Pro, Lightroom CC, Lightroom Classic, Cinema 4D
- Acrylic, Ink, Charcoal, Oil, Pastel, Colored Pencil, Watercolor, Gouache, Screen printing
- Bilingual in Spanish, Charismatic, Dedicated, Creative, Efficient, and Collaborative