VIKA KASZUBA

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// SUMMARY

Front-End Web Developer / Graphic Designer with ten years of experience in digital design across various industries, and six years of eCommerce production art. Strong attention to detail and accuracy, while providing quick results. Experienced in working with cross-discipline teams, adhering to design, organizational, and quality standards, and meeting deadlines. Motivated and energetic, with the ability to quickly adapt to changes in requirements, specifications, and software.

// SOFTWARE + SKILL

HTML	Algorithms	Logo / Graphic Design
CSS	APIs	Page Layout
JavaScript	GitHub	Typography
jQuery	MySQL	3DS Max
ES6	MongoDB	zBrush
Node.js	Adobe Photoshop	Texture Mapping
React.js	Adobe InDesign	Unreal Engine
Bootstrap	Adobe Scene 7	Unity
Semantic UI	User Interface	VR Headsets

// EDUCATION

[UC BERKELEY EXTENSION – FULL-STACK WEB DEVELOPMENT]
June 2020

- Full Certificate Program
- Top of class

[THE ART INSTITUTE OF CALIFORNIA – SAN DIEGO]
June 2014

- BS in Computer Science
- Outstanding Graduate
- Honor Roll

// WORK EXPERIENCE

[PLANETART – ASSOCIATE PRODUCTION MANAGER]
August 2019 – Present

- Creating the definition of best practices and processes for the Preview Production team
- Developing the most efficient naming conventions, file structures, and asset formatting
- Creating and managing a system that reuses universally flexible blank product assets, significantly cutting down production timelines
- Setting the standard by creating documentation and training material out of my personal workflow and time management style
- Various experimentation outside of current processes, constantly moving the needle forward with production timeframes and ease-of-life workflow methods
- Lead trainer for a team of Production Artists, regularly instilling additional best practices
- Inspection of Production work, to ensure all Preview Team standards are being met
- Task delegation based off the individual strengths and interests of my team, ensuring the highest level of quality in the shortest amount of time
- Efficient time management and constant communication between various team leads

[FTD COMPANIES - SCENE 7 PRODUCTION ARTIST]
June 2016 – August 2019

- Creation of web templates for real-time viewing of customized product
- Creating flexible and reusable blank assets
- Manipulation of product images through photo editing and URL script
- Manipulation of text to ensure a realistic feel and look in comparison to physical product
- Reworking InDesign and Illustrator files to appear accurately on Scene 7 vignettes
- Writing and maintaining back office workflow to enable functional previews on live site
- New hire trainer and direct contact
- Creating the standard documentation for all future employees, based off my own workflow and expertise, to ensure the highest level of productivity
- Manager and creator of an entire system overhaul, that cut production time for my entire team
- Activating new products and ensuring a final polish on product images
- Heavy attention to detail and quality assurance

[FREELANCE - GRAPHIC / FLYER DESIGNER]
February 2018 - May 2019

- Creating logos for 8 various weekly and monthly nightlife events in the Bay Area, and in Canada
- Complete event re-branding, which also adhered to what is expected at the location of the event
- Flyer layout and design template creation, to allow for seamless and recognizable imagery and typography per event, which occur under a specifically branded party
- Designing new and unique backgrounds and page effects weekly/ monthly
- In constant communication with the event leads to ensure new digital content meet expectations

[PLUTO VR - 3D ARTIST]
April 2015 - May 2016

- Creation of production ready 3D environments and character assets
- Unwrapping of meshes, and creation of both photo-realistic and hand-painted textures
- PBR materials, blend shapes, physics objects, environment animations, and particle effects
- Modeling and optimizing of all components for an Avatar Creator system
- Writing and adjusting material shaders, C# scripts, and CSS
- Strictly adhering to real-scale measurements and uniform pivots, while abiding by self-determined art direction
- Critical thinking, fast-paced problem solving, and administration of experimental prototypes
- Quality assurance, organization of source control files and naming conventions, and resolving product bugs
- Daily interaction with various VR headsets and relevant experiences
- Leader and task manager for 2015 internship

[NOKIA HERE - 3D PRODUCTION ARTIST]
September 2014 - March 2015

- Creation of next generation 3D map content
- Aligning lane-level accurate roads and 3D buildings to LiDAR point-cloud and panoramic imagery references
- Modeling terrain surfaces to match realistic topology
- Mastery of Nokia's proprietary in-house 3D map editing software
- Performing quality assurance, logging program errors, and recommending tool enhancements
- Contributing to regular communication with Project Manager and 3D prototyping production team
- Tracking metrics for production efficiency measurements and user time management
- Applying artistic judgment to ensure highest visual quality standards

[SONY ONLINE ENTERTAINMENT - INTERNSHIP / MENTORSHIP]
September 2013 - June 2014

- Asset creation with strict game engine requirements
- Hand-painted 2D diffuse, normal, and specular maps, and shader creation
- Optimizing and thoroughly polishing models to be production level read
- Creation of unique textures and adjustment of existing textures
- Adaptation of artistic style shift, on a per-task and daily basis