

Miranda L. Bryant

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Skills:

- Experiences in 3D modeling and animation within Unity, Procreate, Photoshop, and 3DS Max
- Design UI for menus and in-game overlays withing Unity using Procreate, Photoshop, Pixaki, and Vectornator
- Creating particle effects using Unity, Procreate and Photoshop
- C# within Visual Studio and Unity
- Strong organizational skills and ability to operate to tight deadlines

Game Projects:

Curr. yr **"My Pet Bird", Artist, Animator, Writer and Programmer (Solo Project)** Single player, 2D Tamagotchi style game

- Solo project, performing all roles.
- Currently in Beta Demo.

2020 **"My Missing Partner", Artist, Animator, Writer and Programmer (Solo Project)** Single player, 2D adventure game

- Programed character controller and puzzle conditions.
- Designed UI, character, backgrounds, and interactive objects.
- Animated main character.

2018 - 2019 **"Phase One: Capture An Audience", Project Manager, Lead Artist and Programmer (team of 4)** Single player, 2D platform game

- Managed team, time, and resources.
- Integrated codes and art assets into scenes.
- Programed character controller.
- Designed and arranged the levels, along with UI elements.
- Designed tile sets and human characters including animation.

2016 **"For My Parents", Lead Artist (team of 11)** Single player, 3D third person adventure game

- Modeled, rigged, and animated main character.
- Design the art bible for the artist.
- Managed time and art resources for both the art and animation teams.

Education:

Sul Ross University BS, Gaming Technology (Computer Science), Magna Cum Laude,
Minor: History, Dean's list 2 years, 2017 to 2019

Northwest Vista College AAS, 3D Animation, 2012 to 2017

Certificates - 3D Animation and Game Concept Art,

Employment History:

UI Artist/Asset Designer(Freelancer)

Jan 2021 - Current

- Discuss with customers of what they are looking for and the timeframe they have.
- Designs UI and/or assets that matches the artstyle the customers needs.
- Supplies a pipeline of sketch mockups to the final product.
- Creates animated sheets for UI or assets that need animations.
- Provides any advice or suggestions when the customers ask for customer's satisfaction.

Front Desk, Best Western Plus, Lytle, TX

Jun 2021 – Jan 2022

- Greet and register guest using the hotel POS system.
- Took and confirm reservations over the phone and in-person verifying overlaps or overbooking.

CSA/Cashier, H-E-B, Lytle, TX

Oct 2011 – Aug 2021

- Handle payments (cash, checks, and credit cards) within the store's POS system.
- Assisted customers with checking out their merchandise.
- Help address any questions a customer has and find the best way to help to the customer's satisfaction.
- Provided assistants to a customer when checking and locating item/s that they requested.
- Proven ability to work in a team.

Library Aide, Natalia Veteran's Memorial Library, TX

Apr 2020–Jun 2021

- Greet and assist visitors in a professional and friendly manner.
- Experienced in using desktop-based productivity applications.
- Assisting individuals with checking in and checking out materials.
- Aiding in placing and organizing materials back based on the Dewey Decimal Classification.

Activities and Awards:

2020-Curr. Volunteer at Meals on Wheels

2015-23 Participated in Game Jams (48 hour game design marathons)

2021 Volunteer at Natalia Veteran's Memorial Library

2019 McNair Scholars Program (Intense researching project)

2019 Outstanding Senior in Computer Science at Sul Ross

2014 Alumni of The National Society of Leadership and Success

2014 President of the Women in Technology at Northwest Vista

2014 NASA's Humans in Space Art video challenge, recognition for creativity