**[Alyssa Shogan]**

[(512) 922 0543] | [shoganshowdown@gmail.com]

Unity UI Artist/Game Art Generalist

[Skills: UI Art, UI integration, UI programming (C#), Basic Unity Development]

Education

* [Art Institute of Austin, Austin, TX]
* [Bachelors in Game Art and Design] | [June 15th, 2017 (Pending)]

Recent Project Experience

[Astire Games] [Death's Daughter] [2017-Current]

[Built for mobile platforms, Death's Daughter is an energetic endless running game. My responsibility on this project boils down to making all the visual art assets, integrating them and making any additional promotional or UI materials necessitated by the project.]

[Korean Boyband Manager] [2017]

[Composed a polished basic systems demo of a band simulation game. Solo project; gained systems programming knowledge and added to existing 2D art and UI skills for Unity Engine. Fantastic problem solving experience.]

[Project S.C.A.R.E.] [2017]

[In addition to pipeline and coordination efforts, made and integrated cohesive UI, amended according to playtest results and assisted with character textures, some limited 3D work and other odd jobs.]

Awards & Acknowledgements

* [Honor Roll]
* [Participated at Art Institute's booth at SXSW; facilitated Project S.C.A.R.E open demo]