

CAYLEY HOSTRAWSER

VIDEO GAME ARTIST/PROGRAMMER

cayleyhostrawser@gmail.com 

https://cayleyhostrawser.com 

www.linkedin.com/in/cayleyhostrawser 

SKILLS:

Technical:

Illustration (Digital & Traditional),
Creative Writing,
Graphic Design,
3D Modeling,
3D Sculpting,
Texture Painting,
Object-Oriented Programming,
Frontend/Gameplay Programming,
Scripting,
Troubleshooting/Debugging

Software:

Adobe Photoshop,
Autodesk Maya,
GameMaker Studio 2,
Unity + Visual Studio,
Blender,
Xcode, Processing,
Eclipse, Microsoft Office

Programming Languages:

Java, C++, Unity C#, GML,
HTML/CSS

PROFILE:

UTD graduate with a Bachelor of Arts in Arts, Technology and Emerging Communication and a minor in Computer Science. Concentration is on Video Game Production, specifically in both 2D and 3D Art/Design and Programming.

EXPERIENCE:

Gameplay/Tools Programmer | Independent Game | April 2020 - Present

Work on an independent game project as a programmer. Under NDA.

Website Designer | TIPS by Ms. H | July 2020 - Present

Design graphics for startup business website. Tasks included: make business logo, make header image + banner, make site icon, make feature images, help design/program the overall layout of the website.

Website Programmer | University of Texas at Dallas: School of Arts, Technology and Emerging Communications | November 2020 – May 2021

Work on UTD, School of ATEC website. Tasks included: organize existing CSS, add new content as needed, troubleshoot any issues, work with school's creative communications team to maintain school's main website and build related websites via Wordpress.

Graphic Designer | Majestic Productions | June 2020 – July 2020

Designed logos for an American Ninja Warrior contestant. Tasks included: make 3 designs based off 3 different references, make 3 versions of two of the aforementioned designs, and create different layouts for a slogan. Logos were worn by the contestant on September 7th, 2020 airing of the show.

EDUCATION:

University of Texas at Dallas | B.A. in Arts, Technology and Emerging Communication with a Minor in Computer Science | Fall 2017 – May 2021

Coursework completed in 2D/3D Drawing and Design, Video Game Design, Virtual Environments, Scripting for Video Games, Computer Programming, and 3D Modeling & Texturing

GPA: 3.286

San Jacinto College | Core Curriculum Model | Summer 2018 – Summer 2019

GPA: 3.31