

# CAYLEY HOSTRAWSER

MULTIMEDIA ARTIST/FRONTEND PROGRAMMER

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## SKILLS:

### **Technical:**

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

### **Software:**

Adobe Photoshop,  
Autodesk Maya,  
GameMaker Studio 2,  
Unity + Visual Studio,  
Blender,  
Substance Painter,  
Substance Designer,  
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 and Frontend Programming.

## EXPERIENCE:

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

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

### **Frontend Website Designer | Freelance | July 2020 - Present**

Design graphics for local startup business websites, including Majestic Productions and Tips by Ms. H. Tasks included: make business logo, make header image + banner, make site icon, make feature images, help design/program the overall layout of the website.

### **3D Artist | Darkstar Games | June 2021 – October 2021**

Create 3D game assets for Darkstar Games project. Under NDA.

### **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

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