

CAYLEY HOSTRAWSER

MULTIMEDIA ARTIST/FRONTEND DEVELOPER

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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:

Online Summer Camp Instructor: Unity Courses | internalDrive Tech Camps | May 2022 - Present

Teach small groups of students how to use Unity, Unity C#, and MagicaVoxel for online summer camp. Tasks included: present pre-written curriculum over Zoom, guide students through week-long Unity project, adjust content as needed for students' experience levels.

Frontend Website Designer | Freelance | July 2020 - Present

Design websites + graphics for local startup businesses, 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.org.

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