

## ONLINE PORTFOLIO

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<https://bink373.wixsite.com/chelseabrtis>

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## EDUCATION

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**Master of Fine Arts in Arts, Technology, and Emerging Communication (ATEC)** -- May 2019

**Focus in Game Studies and Development**

University of Texas at Dallas; Richardson, Texas

Member of Narrative Systems Research Lab, Women in Games, and The Studio for Mediating Play

**Bachelor of Architecture, Professional Degree** -- May 2015

**Minor in Psychology; Magna Cum Laude**

Iowa State University; Ames, Iowa

Member of University Honors Program

Dean's List -- 9 semesters

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## EXPERIENCES AND HONORS

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**Adjunct Instructor - Digital 3D Studio** -- August 2019 to PRESENT

-- Teach the fundamentals of using Autodesk Maya (modeling, texturing, lighting and rendering)

Communication Arts; Virginia Commonwealth University

**Lead Artist/Character Artist - Hello GoGo** -- Spring 2019

-- Collaboration with University of Hiroshima to create an app that encourages rural exploration

-- Concept art, final illustrations, and animations of cat characters

Narrative Systems Research Lab; University of Texas at Dallas

**Graduate Student Advisory Council Member** -- Spring 2018 through Spring 2019

-- Elected to represent and serve graduate students in ATEC

-- Liaison for current MFA students and applicants

-- Led organization of ATEC's Graduate Student Lounge

University of Texas at Dallas; Richardson, Texas

**Teaching Assistant - Design I** -- Spring 2018, Fall 2018, Spring 2019

**Nominated for President's Teaching Excellence Award for Teaching Assistants**

-- Substitute instructor

-- Back-of-house work for all sections (printing, eLearning organization and quiz creation, grade documentation and analysis)

University of Texas at Dallas; Richardson, Texas

**Teaching Assistant - Freshmen Seminar** -- Fall 2017

-- Provided organization across lecture and discussion sections

-- Assignment and essay grading

-- Met with students to plan their educational goals

-- Monthly lecture

University of Texas at Dallas; Richardson, Texas

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## EXPERIENCES AND HONORS (CONTINUED)

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### **2D Character Artist/Animator - Moonbeare Literacy App** -- Fall 2017

- Collaboration with Dr. Anne van Kleeck and Dr. Kristin Drogos to create an interactive story-telling app to improve literacy and comprehension in elementary aged students
- Concept art, final illustrations, and animations of 'puff ball' characters
- UI/UX design

University of Texas at Dallas; Richardson, Texas

### **Summer Instructor - Minecraft U/Bike Camp/Climbing** -- Summer 2017 and 2018

- Taught range of levels including introductory computer skills, logic gates, and introduction to scripting through Minecraft
- Athletic instructor for basic biking and climbing skills and safety
- Led advanced courses in climbing

The Hockaday School; Dallas, Texas

### **Design Across Boundaries, Project Manager** -- 2012 through 2015

- Concept proposal for Youth Complex in La Croix, Haiti

Iowa State University; Dallas, Texas

### **Manager/Lead Cashier** -- September 2015 through July 2016

- Motivate and organize the day's team to complete tasks in an efficient manner
- Promote a welcoming environment for both employees and customers
- Record end of day cash-office duties
- Engage with customers and employees to resolve any issues that may arise

Sports Authority; Wheaton, Illinois

### **Rome Study Abroad Program** -- Spring 2014

Iowa State University

### **Excellence in Masonry Competition, First Place Award** -- Spring 2012

- Conceptualize a sustainable and innovative project which utilizes masonry

Iowa State University; Ames, Iowa

### **First Years Honors Mentorship Program** -- Spring 2011

- Worked under Dr. Diane Basshman to create concept art for *Meta!Blast: The Leaf*, a 3D action adventure game intended as a supplement to in-class instruction

Iowa State University; Ames, Iowa

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## TECHNICAL SKILLS

Adobe Illustrator/InDesign/Photoshop  
Cinema 4D -- modeling and materials  
GameMaker Studio -- design and scripting  
Google SketchUp  
Maya -- modeling and materials  
Microsoft Excel/PowerPoint/Word  
Revit Architecture

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## SOFT SKILLS

Attentive  
Critical thinker  
Design sense  
Determined worker  
Excellent interpersonal skills  
Quick learner  
Resourceful

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## REFERENCES

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### **Roxanne Minnish**

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