

Renee Tran

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[Portfolio](#)

Skills

- Adobe Visual Design Software
 - Clip Studio Paint
 - Video editing experience
 - Collaborative
- Experience in C#, Java, Python
Strong communication skills
Creative thinker
Problem Solving

Work Experience

May 2022 - Ongoing

L1 Marketing Specialist - UCI Student Center & Event Services

Responsible for researching, pitching, writing, and generating digital communications, such as social media content on deadline. Also tasked with on-site print services duties.

Personal Interest

January 2021 - Ongoing

Freelance Illustrator and Graphic Designer

February 2022 - Ongoing

Graphic Design Officer for the Video Game Development Club of UCI

June 2022

ArcherFish - Lead Artist

GDIM 61 Introduction to Game Development Final project. Responsible for all character concepts, designs, and visual assets, including background visuals and UI elements.

October 2022 - Ongoing Development

Epic Gacha Waifu Wars XII - Artist

Video Game Development Club 2022 Fall Quarterly Project. Responsible for contributing character concept art, character designs, and splash art.

Awards

Designed the GDIM/CGS Program logo - 2021

Award of excellence in Visual and Performing Arts - 2019, 2020

2020 Orange County Artist of the Year in computer assisted visual arts

Education

University High School, Irvine - *H.S. Degree July 2021*

August 2021 - Ongoing

University of California- Irvine - *Currently enrolled, Sophomore*

Game Design & Interactive Media, B.S