Christina Goo
2D/3D MEDIA ARTIST

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Objective:

Multimedia artist wanting to work in a creative setting to create visuals, graphics, characters, props, and enivornments.

Skills:

- Adobe Illustrator
- Adobe After Effects
- Adobe Photoshop
- Adobe Animate
- Autodesk Maya
- Autodesk 3dsMax
- ZBrush
- HTML/CSS
- JavaScript
- jQuery
- Javascript

Work Experience:

CSBG INC: Media Coordinator   May 2014 - Present
- Create visuals for variety of media outlets to engage customers in restaurant products, provide information, and update on any upcoming events.

IMEMORIES: Scene Selector   February 2013 - March 2014
- Edit & clean footage to produce an organized catagory of videos for home videos using in house software and Adobe Creative Suite.

Community Work:

gotPlans?: Front End Developer   April 2017 - October 2017
- Create visuals from an application that helped users search for places to eat, suggests what to make, and had a feature that chooses where you should eat or what to make if users couldn't decide
- gotPlans? application utilized simple search engine, map api, food api and recipe api

Sailbear Labs: Volunteer Instructor   March 2011 - December 2012
- Held a four week summer course for ages 12-18 on how to produce their own movie
- We provided all the tools from video programs, camera equipment, and props for movie development
- Instructed students on the creative process on how to create storyboard, write a script, set eviornments, how to light, create costumes, create cast, and how to use camera equipment

SIGGRAPH: President   December 2011 - December 2012
- Maintain meetings to decide financial needs, plan events and organize for industry related events

SIGGRAPH: Vice President   January 2010 - January 2011
- Assist in planning and organizing meetings as well as idustry related events

SIGGRAPH: Secretary   December 2009 - January 2012
- Take notes and keep a database of all financial and non financial events

Education:

The University of Texas - Austin   April 2017 - October 2017
Took courses required to become a Full Stack Developer.

The Art Institute of Phoenix   December 2009 - December 2012
Bachelors of Art, Media & Animation