

# ISABEL MILLER

Artist & Designer

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(210) 363-1977  
Austin, TX

## SUMMARY

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Motivated and collaborative visual artist with an eye for detail and experience working in agile development and scrum structures. A passionate team player with a diverse portfolio in conceptualization, graphic design, and game development, with years of experience working with customers to produce unique assets.

## PROFICIENCIES

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**Skills:** Concepting, Illustration, Graphic Design, Logo Design, Pixel Art, Animation

**Software:** Word, Excel, Photoshop, Illustrator, After Effects, Autodesk Maya, Unity 3D

## EXPERIENCE

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### Lead Artist – *Saboteur* Indie Game

Austin, TX • August, 2018 – Present

- Represented UT at the Intel University Games Expo and Showcase at GDC 2019.
- Established overall aesthetics and unified visual assets to meet collaborative vision for the game.
- Manually drew hundreds of frames of pixel sprite animations and assets for over 2 hours of gameplay.

### Teaching Assistant – University of Texas

Austin, TX • August, 2016 – May, 2019

- Streamlined weekly reports to 800+ students by developing unique workflow to translate raw course data into coherent Excel spreadsheets that could be automatically uploaded into the online gradebook.
- Graded the regular digital media projects and papers of over 150 students, providing unique feedback for each and offering extracurricular opportunities to tutor and discuss student performance.

### Front Desk Agent – AT&T Hotel and Conference Center

Austin, TX • July, 2016 – February, 2018

- Greeted and registered guests in a 400 room hotel and conference center, processing payments and keeping record of guest information to deliver personalized service.
- Answered all incoming calls, transferring callers to the appropriate department or employee, and took requests and reservations, ensuring there were no overlaps or over-booking.

## EDUCATION

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### University of Texas

Austin, TX • August, 2015 – May, 2019

**B.S. Arts and Entertainment Technologies**, Emphasis in Game Development and Design

- Recognized Honors Student for all 4 years and graduated Magna Cum Laude with GPA of 3.8