

JENNIFER CHAMORRO

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OBJECTIVE

An entry position as a QA tester, artist, or employee that involves having important responsibilities while working with other team members.

SKILLS & ABILITIES

- Unity and Unreal Engine: 2D/ 3D game creation
- Game Maker Engine: 2D classic game creation
- Level Design: Storyboard design, writing, environmental art, lighting
- Bilingual: Spanish and English
- Maya: 3D modeling, rendering
- Photoshop: Photo editing, concepting art, graphic design
- Adobe Illustrator: Symmetrical designs
- Artistry: Drawing, painting, building
- Unreal Blueprint
- Pro Tools: Video editing, sound editing

EXPERIENCE

- | | |
|-------------|---|
| 2014 – 2015 | Retail Merchandiser, AEG <i>Team L.A</i> <ul style="list-style-type: none">• Cashiered and counted out the register• Organized and switched out merchandise for the Lakers, Clippers, and L.A Kings• Partnered with other team members to accomplish inventory• Interpreter: Spanish and English |
| 2012 – 2013 | Merchandiser/ Vendor, <i>The Home Depot</i> <ul style="list-style-type: none">• Read and interpreted plan-o-gram to ensure set compliance |

- Organized product and perform focused pack down on low stock and out of stock products utilizing store lift equipment
- Built displays and maintained display material

2010- 2012

Courtesy Clerk/ Cashier, *Ralphs*

- Assisted in the quick and efficient checkout service of customers
- Cashier
- Helped and maintained store shelves by restocking products

EDUCATION

2015-2018

Bachelors of Science, Game Production and Design, *The Los Angeles Film School*

2016-2018

Honors student: 3.8 GPA, National Honors Society of The Entertainment Arts, *The Los Angeles Film School*

INITIATIVES

Oct. 2015

Volunteered at an independent game event called IndieCade