

Arianna G. Torelli

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PROFESSIONAL PROFILE

Current U.S. Passport; eligible to obtain VISA when needed

Seeking professional internship opportunity allowing application of Game Design skills; passionate about the video game industry, seeking to specialize in concept art and illustration. Developed observational, sketching, and rendering skills through higher education in digital and traditional art. Designed imaginative computer game scenarios and stories as well as scriptwriting. Excellent communication skills. Enthusiastic with a thirst for learning new skills and improving old ones. Detail-oriented collaborative team player, adaptable to changing needs, problem solver, and will take initiative.

LEADERSHIP COMPETENCIES

Team leadership & Collaboration, Analysis & Product Development, Emotional Intelligence, Planning & Execution

GAME DESIGN, CODING, WEB DESIGN EXPERIENCE

Current-Jun 23: GameStop-Senior Game Advisor, Alexandria, VA

- World's largest retail gaming and trade-in destination for Xbox, PlayStation, and Nintendo games, systems, consoles & accessories
- Focused on competitive gaming and retrogaming sales; advanced sales of Pro-Membership and pre-orders
- Provide customers either cash or trade credit in exchange for unwanted video games, accessories, technology
- Responsible for sales, supply-chain management of merchandise, and in-store logistics

Current-Sep 20: Full time student; Bachelor of Fine Arts in Computer Game Design, George Mason University

- Pursuing 120-credit Computer Game Design program of study: Two and Three-Dimensional Animation; Game Design and Digital Painting: Music for Film and Video; Applied Coding; New Media in the Creative Arts
- Designed digital characters and pixel art for an interactive turn-based combat game called the Isles of Ferum; created art assets based off game design document and game lead
- Concept Artist and Music Composer for an interactive action shooter digital game called *Spooky Scuffle*; collaborated with teammates to determine the general attitude of the game and the style of art; created the preliminary design for the final boss character
- Concept Artist, Illustrator, Website Creator, and Social Media Manager for digital game called *Food Fight*; collaborated and ideated with teammates in determining game concept; created concept art; produced the finished sprite animations for the main character and antagonist; illustrated promotional poster; and created website using HTML and CSS as well as managed both the website and twitter account

Current-2019: Major League Hacking: Participated in 10 Hackathons; applied critical thinking, problem solving, coding, website development skills

2019-2018: LaunchCode: Certificate of Achievement for Full-Stack Web Development

SOFTWARE & PROGRAMMING SKILLS

Adobe Photoshop, Adobe Illustrator, Procreate, 3ds Max, Autodesk Maya, Unity
C++, Java, JavaScript, Python, Flask, MySQL, HTML, CSS

TECHNICAL SKILLS

3D Printing, Game Console Repair, Soldering, Dark Room Photography, 3D Modeling, Painting

ADDITIONAL EDUCATION

2019-2018: Academic Study for Associate of Science and Arts, Southwestern Illinois College, IL
Overseas Travel: Australia, Hong Kong, Panama, South Korea
South Korean Certified Blackbelt in Tae Kwon Do; CPR Certified