

# RACHEL TRIEU

racheltrieu.com | linkedin.com/rachel-trieu

## EDUCATION

### University of California, Santa Cruz

BA in Art & Design: Games & Playable Media, minor in Electronic Music

Santa Cruz, CA

June 2023

## WORK

### University of California, Santa Cruz

Web Assistant

Santa Cruz, CA

August 2021 – July 2023

- Designed, built, and maintained 7+ WordPress sites for Humanities faculty.
- Built informative and accessible pages for 8+ department communities.
- Created promotional graphics for department websites to reflect current events.

### University of California, Santa Cruz

Digital Archive Research Assistant

Santa Cruz, CA

October 2022 – January 2023

- Separated 200+ digital magazine issues into individual images.
- Color-corrected 500+ images to improve clarity.
- Renamed and organized new images into their corresponding folder.

## PROJECTS

### Ocean Odyssey

UI Artist, Sound Designer

Santa Cruz, CA

January 2023 – June 2023

- Created and iterated on all UI assets for 3+ game scenes based on given wireframes.
- Designed visually cohesive and readable layouts of information.
- Composed 2+ game soundtracks and various sound effects.

### Missing Me

UI Designer, Sound Designer

Santa Cruz, CA

May 2022 – June 2022

- Ideated and developed all UI assets to match the visual aesthetic of RPG.
- Programmed 15+ UI assets for 5 game scenes.
- Spearheaded sound direction and designed soundtrack and character effects.

### Caliente

UI Designer, Sound Designer

Santa Cruz, CA

April 2022 – May 2022

- Concepted and created all UI assets for 4 game scenes.
- Programmed 10+ UI assets for 4 game scenes.
- Led audio direction and created looping background music and sound effects.

## SKILLS

Adobe Illustrator | Adobe PhotoShop | Adobe InDesign | Procreate | Reaper | WordPress | CMS | HTML | CSS | JavaScript | Python | C++ | Google Suite

## ACHIEVEMENTS

CalArts Graphic Design Specialization Certificate

July 2022