

RACHEL TRIEU

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EDUCATION

University of California, Santa Cruz

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

Santa Cruz, CA

June 2023

WORK EXPERIENCE

University of California, Santa Cruz

Web Assistant

Santa Cruz, CA

August 2021 – Present

- Designing, building, and upkeeping 7+ WordPress sites for Humanities faculty.
- Building informative and accessible pages for 8+ department communities.
- Creating promotional graphics for department websites to reflect current events.

PROJECTS

Ocean Odyssey

UI Artist, Sound Designer

Santa Cruz, CA

January 2023 – Present

- Creating and iterating UI assets for 3+ game scenes based on given wireframes.
- Designing visually cohesive layouts of information that are easy to digest.
- Composing 2+ game soundtracks and miscellaneous sound effects.

Missing Me

Game Designer, UI Designer, Sound Designer

Santa Cruz, CA

May 2022 – June 2022

- Ideated and developed game features to match narrative aesthetic of RPG game.
- Designed and programmed 15+ UI assets for 5 game scenes.
- Spearheaded sound direction and designed soundtrack and character effects.

Caliente

Game Designer, UI Designer, Sound Designer

Santa Cruz, CA

April 2022 – May 2022

- Concepted possible game mechanics for programmers to implement.
- Designed and programmed 10+ UI assets for 4 game scenes.
- Led audio direction and created looping background music and sound effects.

Anyone Can Cook!

Game Designer, Graphic Designer

Santa Cruz, CA

January 2022 – March 2022

- Concepted and implemented game mechanics for 4 playable characters.
- Balanced 5 ingredient systems through spreadsheets and playtesting.
- Designed visual layout and created art assets for game cards and rulebooks.

SKILLS

Adobe Illustrator | Adobe PhotoShop | Adobe InDesign | Procreate | Unity | Reaper | WordPress
| CMS | HTML | CSS | JavaScript | Google Suite

ACHIEVEMENTS

CalArts Graphic Design Specialization Certificate

July 2022