

RACHEL TRIEU

racheltrieu.com | linkedin.com/in/rachel-trieu | San Francisco, CA

WORK

Hogarth

Sunnyvale, CA

Content Program Coordinator

December 2023 – Present

- Working with large client, Apple, to assist producers in building marketing deliverables.
- Tracking assets of projects and briefing production studio with clear, detailed instructions.
- Confirming accuracy and ingesting deliverables into system for tagging and distribution.

Mentor Collective

Santa Cruz, CA

Slug Mentor

September 2021 – July 2023

- Mentored 15+ underclassmen at the University of California, Santa Cruz.
- Connected mentees to resources and supported them as they navigated college life.
- Identified goals and built a roadmap for mentees to achieve them.

University of California, Santa Cruz

Santa Cruz, CA

Web Assistant

August 2021 – July 2023

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

PROJECTS

Ocean Odyssey

Santa Cruz, CA

UI Artist, Sound Designer

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

Santa Cruz, CA

UI Designer, Sound Designer

January 2022 – March 2022

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

EDUCATION

University of California, Santa Cruz

Santa Cruz, CA

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

June 2023

SKILLS

Adobe Illustrator | Adobe Photoshop | Adobe InDesign | Procreate | Reaper | WordPress | CMS | HTML | CSS | JavaScript | Python | C++ | Google Suite | Microsoft Suite | Quip | Box