SONYA SAMBHU

Game Development Artsit

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Tampa, FL 🏠

EDUCATION

University of Florida
Bachelor's Degree in Digital Arts and Sciences
Aug 2019 - May 2023
GPA: 3.74

PROFESSIONAL EXPERIENNCE

Photographer and Editor

Gigiante Productions | July 2023 - Present

- Specialize in photographing children on picture day, capturing their most memorable moments
- Proficient in post-production tasks, including head sizing, greenscreen removal, and color correction
- Responsible for underclass retakes to ensure high-quality student portraits
- Conduct thorough final checks on yearbook pictures to guarantee top-notch quality
- Committed to delivering cherished keepsakes to students and their families

EXPERIENCE

Calculus TA

University of Florida | Jan 2020 - Dec 2021
- Helped students learn and practice new material

The COVID-19 Data Project Internship

BroadStreet Institute | Apr 2021 - Apr 2022
- Created and maintained a research-ready data set around COVID-19 cases and deaths for every county in the United States

Digital Worlds Ambassador

University of Florida | Sep 2021 - May 2023
- Aided in Digital Worlds productions and events including camera operating and event coordination

PROJECTS

The Dream Escape
2D Side Scroller Video Game | Aug 2021 - Dec 2021

- Created all the background illustrations and the UI art including the HUD (heads-up display) and the auxiliary screens
- Animated the character and gameplay movement
- Finetuned all the gameplay systems
- Created dialogue and narrative story

Voyager
3D Video Game | Jan 2022 - Apr 2022

- Created all the background illustrations and the UI art including the HUD (heads-up display) and the auxiliary screens
- Developed concept art
- Created story line for gameplay

Cookie Chaos
3D First Person Shooter Video Game | Mar 2022 - Apr 2022

- Created all the background illustrations and the UI art including the HUD (heads-up display) and the auxiliary screens
- Created story line for gameplay

The Golden Code
VR Video Game | Nov 2022 - Dec 2022

- Created story line for gameplay
- Acted as project manager
- Set up mechanics for rowing and grabbing for Oculus use

Claire's Space
3D Environment | Nov 2022 - Dec 2022

- Fully modeled and textured in Maya
- Lighting in Sketchfab
- Illustrated all 2D art work

EXPERTISE

- Adobe Creative Suite
- Toon Boom Animation
- Unity
- Maya
- Cinema 4D
- Substance Painter