Sonya Sambhu

sonyasambhu@gmail.com | LinkedIn | https://www.artstation.com/sonya4002

EDUCATION

Savannah College of Arts and Design, Savanah GA   JUN 2026 | GPA 4.0
- MA in Interactive Design and Game Development | Academic Honors Graduate Scholar

University of Florida, Gainesville, FL   MAY 2023 | GPA 3.74
- BA in Digital Arts and Sciences | Cum Laude | Florida Academic Scholars

SKILLS

- Software: Adobe Creative Suite (Photoshop, Substance Painter, Lightroom), Maya, Unreal, Unity
- Technical Skills: Set Dressing, 3D Modeling & Texturing, UI Layouts, Game Engines, Editing, Color Theory, Figma
- Professional Skills: Collaboration, Customer Service, Problem Solving, Project Management, Leadership

EXPERIENCE

Environment Artist | *The Kreischer Mansion*   OCT 2024 – DEC 2024
- 3D modeled and textured modular assets using Maya, integrating them into Unreal Engine to create a cohesive environment.
- Captured high-resolution textures and processed them in Substance Painter, achieving realistic material finishes for enhancing visual quality.

Character Artist | *Claire*   MAR 2023 - MAY 2023
- Created a game-ready 3D character and attire in Maya and Substance Painter, receiving positive peer feedback for its aesthetics.

Environment Artist | *Claire's Space*   JAN 2023 - MAY 2023
- 3D modeled and textured an isometric bedroom environment in Maya, designed to complement a character in the project.
- Created two distinct lighting versions (day and night) to enhance mood and atmosphere, ensuring a visually dynamic and immersive space.

VR Project Manager | *The Golden Code (Team of 4)*   NOV 2022 - DEC 2022
- Led a team of four in developing a VR experience, overseeing design, implementation, and testing to ensure smooth player interactions.
- Implemented VR controller mechanics in Unity for the Oculus headset, optimizing user immersion.

UI Artist/Concept Artist | *Voyager (Team of 7)*   JAN 2022 - APR 2022
- Illustrated concept art, backgrounds, and UI layouts in Photoshop and Figma for a 3D video game in Unity, ensuring a cohesive visual style.
- Applied color theory and composition techniques to create an engaging and accessible user interface.

Game Developer | *The Dream Escape*   AUG 2021 - DEC 2021
- Designed a narrative-driven 2D game inspired by childhood experiences, creating all backgrounds and animations with a carefully curated color palette to enhance storytelling.
- Implemented all gameplay mechanics in Unity, integrating character movement, interactions, and UI to deliver a seamless and immersive player experience.

ADDITIONAL EXPERIENCE

Bear Builder Associate | Build-A-Bear Workshop   DEC 2024 – PRESENT
- Worked with provided textiles and stuffing techniques to craft high-quality plush toys to company standards.
- Ensured an engaging and joyful experience for each child through interactive heart ceremonies.

Photographer & Editor | Gigante Productions   JULY 2023 – AUG 2024
- Edited and retouched high-volume event and portrait photography using Lightroom and Photoshop, ensuring professional-quality images.
- Collaborated with clients to capture their visions, applying composition techniques to enhance final deliverables.

University of Florida | Digital Worlds Ambassador   SEP 2021 – MAY 2023
- Led engaging campus tours and presentations for prospective students, providing insights into the Digital Arts and Sciences program and campus life.

Teaching Assistant – Calculus II   JAN 2020 – DEC 2021
- Assisted students with homework and problem-solving, providing guidance on complex calculus concepts to improve understanding and academic performance.