

Olivia Schweers

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UI Artist

PROJECT EXPERIENCE

UI Artist | Shoo, Box!

Jan 2020–Jul 2020

- Created sprites, logos, and cutscenes for puzzle-stealth shoebox game
- Created marketing banners and assets for publication on Steam

Lead Artist | Baking Bot

Aug 2019–Dec 2019

- Established art style for web-based 2D cooking game made for game development course
- Designed main menu and stirring minigame layouts, and polished UI in four levels

Interface Designer | UI Prototype

Aug 2019–Dec 2019

- Created and scripted user interface graphics for personal video game project

UI Artist/Scripter | VR Austin Game Jam

Nov 15–Nov 18 2019

- Created title logo and button art for dragon flying simulator
- Implemented UI into the game using a VRTK controller hierarchy

Generalist | Collaborative Escape Room Project

Sep 2019–Oct 2019

- Animated assets and polished UI for team's 3D puzzle game prototype
- Followed established theme set by project producers
- Finalized physical escape room expected to demo at SXSW 2021 with Planet Texas 2050

VOLUNTEER EXPERIENCE

A/V Tech Aide

Jun 2018–Aug 2018

- Composed weekly presentations using components from an existing library
- Ensured content legibility and cohesion between slides

SKILLS

Photoshop/Illustrator | After Effects/Premiere Pro | Unity/C# | Javascript | MS Office | Mac/Windows

EDUCATION

B.S. Arts and Entertainment Technologies, UT Austin

May 2020

GPA: 3.8

Related Coursework: UI/UX for Games, Adv 2D Animation, Level Design, Game Prototyping

AWARDS AND ACKNOWLEDGEMENTS

- Honors Day Recipient April 2018, April 2019 – Award for being in the top 20 percent of major
- College of Fine Arts Student Excellence Award – Scholarship for academic excellence for the 2018-2019 school year