

Maya Gibbs

mayagibbs.com

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Multimedia Designer

(360) 281 - 7148

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CREATIVE SKILLS

Digital Illustration

Concept Art

Graphic Design

Environment Design

Level Design

Logo Design

Sound Design

Composing

SOFTWARE SKILLS

Adobe Illustrator

Adobe Photoshop

Hammer Editor

Adobe After Effects

Slack

Basecamp

PowerPoint

Figma

Adobe Audition

Autodesk Maya

Substance Painter

Unreal Engine

PROJECTS & EXPERIENCE

[Multimedia Design, Game Design](#) | *SciVite* / *Spring 2025* / [URL TBD]

A virtual interactive tour experience for WSU Vancouver's Life Sciences Building, commissioned by the university for the purpose of recruitment and promotions.

- Collaborated and effectively communicated with a team of six and a team of four
- Illustrated 2D graphics and logos with Multimedia Design Team
- Designed the Cooper Lab game space with Games Experience Team

[Multimedia Design, Composer](#) | *Tessitura in Bloom* / *Fall 2024* / [Tessitura in Bloom](#)

An Unreal Engine XR experience with music published in Nospace Gallery Issue #41

- Collaborated and effectively communicated with six other multimedia artists
- Illustrated 2D concepts of 3D environment, built environment, logo/favicon artist
- Composed and recorded with another composer to create the guitar track

[Multimedia Design, Team Lead](#) | *Ascending Assumptions* / *Spring 2024* / [Watch MP4](#)

A PowerPoint visual novel published in Nospace Gallery Issue #40

- Collaborated and effectively communicated with four other multimedia artists
- Illustrated numerous 2D vector art backdrops and props for the story
- Animated over 300 interactions, movements, sounds in PowerPoint

EDUCATION

[Bachelor of Arts in Digital Technology and Culture](#) / [Game Studies & Design Certificate](#)

Washington State University Vancouver – Expected Graduation May 2025

[Associate in Arts Direct Transfer Agreement](#)

Clark College – Graduation August 2020