

Maya Gibbs

mayagibbs.com

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Multimedia Designer

(360) 281 - 7148

www.linkedin.com/in/mayagibbs25

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

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

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
- Designed a 2D modal template used 31 times by the Engine Lead for the 360-video tour
- Designed seven buttons used by the Engine Lead for the 360-video tour
- Designed three buttons used by the Engine Lead for the Cooper Lab 3D space

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

An Unreal Engine XR experience with music

- Tested at the Future of Text Symposium in 2024
- Invited to showcase at Surca in 2025
- Invited to showcase at the Vancouver Research Showcase in 2025
- Published in Nospace Gallery Issue #41
- Collaborated and effectively communicated with six other multimedia artists
- Illustrated two 2D concepts of 3D environment
- Built environment in Unreal Engine 5
- Developed logo and favicon
- Composed and recorded with another composer to create the guitar track

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

A PowerPoint visual novel published in Nospace Gallery Issue #40

- Collaborated and effectively communicated with four other multimedia artists
- Illustrated twelve 2D vector art backdrops and two 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 – May 2025; May 2026

[Associate in Arts Direct Transfer Agreement](#)

Clark College – August 2020