



Cynthia Cantrell

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EDUCATION

University of Southern California, School of Cinematic Arts
BA in Animation and Digital Arts, Expected May 2017

AWARDS

2016 BAFTA Winner: Ones to Watch Award for video game Sundown

SOFTWARE AND SKILLS

2D: Illustration, Digital Art, Graphic Design, Animation

Adobe Software (Photoshop, Illustrator, InDesign, AfterEffects)

3D: Modeling, UV Mapping, Texturing, Animation

Autodesk Maya

Apple iWorks, MS Office, and Google Docs

WORK EXPERIENCE

Artist • Mild Beast Games • Los Angeles, CA **6/2015 - Present**

Sundown (Video Game): Dare To Be Digital Winner, 2016 BAFTA Nominee

Mild Beast Games is comprised of a team of college students. Sundown is a top-down multiplayer stealth game where you are completely invisible in the dark. Players are only visible in the light, created by light sources or by firing a weapon. *Website: sundown-game.com*

- Designed and created original 2D and 3D environment assets and 3D animation.
- Worked with a team of 8 students during Summer 2015 to develop game.
- Winners of 2015 Dare to be Digital competition, 2016 US Microsoft ImagineCup competition, and a 2016 BAFTA "Ones to Watch" award.
- Greenlit for for Steam platform, expected release early 2017.

Graphic Designer • USC Annenberg School of Communication **6/2015 - Present**

- Worked directly with clients & staff on projects and managed time-sensitive tasks.
- Created/edited visual assets for use in websites, presentations, apps, & printed publications.

Artist • Dissonance (Video Game): A 2014-15 MFA Thesis Project **6/2015 - Present**

Assisted graduate student on this thesis project, a 2D/3D puzzle platformer, where the player uses his/her shadows to navigate the environment and solve puzzles. *Website: playdissonance.com*

- Created concept art and 2D game assets.
- Collaborated with other artists, designers, writers, and programmers on the team.