Eliane Robinson

Concept Artist | Graphic Designer | Web Developer

Career Objective

Recent university graduate as Computation Arts Specialist seeking to join a dynamic artistic team. Experienced in video games development and 3D graphic design, I want to continue my development and gain maximum knowledge and skills by contributing to varied and challenging projects.

Work Experience

2019-08-Present

Programming Instructor

Collège Sainte-Anne

Teaching a ten week-long programming class during after school activities. The students coded a "to do list" webpage, creating this page using HTML/CSS and Javascript. They learned the basics and how to properly syntax different languages.

2019-08

3D Environment Lighting

Collège Sainte-Anne

Creating the lighting for an architectural model in Unity. This model is the "maquette" for the new Sainte-Anne elementary school. This model was premiered at a launch event for guest to explore the environment through a VR headset. The lighting created was made to mimic the future lighting the school would implement.

2019-07

Programming Camp Instructor

Collège Sainte-Anne

Teaching a week-long programming camp in Unity. The students coded and created a 2D space shooter game, learning how to code in C# and how to create and implement their own assets.

2018-09-Present

Game Developer

Freelance Contract for Rage Montreal

Creation of "Axe Throwing Challenge" projected video game. This game utilizes a projector and physical axes to create an augmented reality experience. Blurring the lines between the user and the interface, offering a new take on first person shooter games. This game integrates physical objects with visual animations using camera vision to detect the arrival position of the object being thrown.

Leading game development, UI design and asset creation.

2018-08-2016-09

Game Master

A/Maze Escape Games

Creation of props and sets for different themed escape rooms. Assembling electronic components for puzzles and conceptualizing different elements of upcoming puzzles. Design and 3D printed enclosures for electronic components, worked with electronic specialists and users to create wearable tech for a hide and seek themed game.

Animate group for escape games by having excellent customer relations, memorizing scenarios for the escape room.

Leading and training fellow game masters through the daily tasks required.

2018-04

WordPress Web Developer

Rage Montreal

Reservation plugin integration (WordPress) for the website of the company "Rage". This plugin controls the reservation of games for the multiple locations this company possesses. Setting up the parameters and accounts for the website as well as the front-end functionality for the reservation system.

Personal Info

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Education

Concordia University

Bachelor of Fine Arts
Computation Arts Specialization
(2019-04 - 2015-09)

John Abbott College

Fine Arts CEGEP Diploma
(2015-06 - 2013-09)

Collège Sainte-Anne

Private High School
(2009 – 2013)

Software

MS Pack Office (Word, Excel, Powerpoint)
Adobe After Effects
Adobe Photoshop
Adobe Illustrator
Adobe DreamWeaver
Adobe Premiere
Unity
Substance Painter
Blender
AutoDesk Fusion 360
Maya
GreenSock library

Programming

C/C#
Javascript, Html, Css
React.js
Processing

Technical Skills

Asset Building (2D,3D)
UI Design
Conceptual Design
Concept Art
Traditional Fine Art Medium (Painting, Drawing, Sculpting)
Sewing
Pattern Drafting
Animation (2D,3D)
3D Design for 3D printing
Keen eye for Design and Composition
Detail Oriented

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2016-06

Animation Video

Freelance Contract for DoMore Training Gym

Dynamic rotoscoping animation using Adobe After Effects for private gym company in Montreal. This animation is used as an introduction to nutritional education videos.

2016-08-
2012-09

Swimming Instructor/Lifeguard

Association Aquatique de Dollard-Des Ormeaux

Teaching all types of age groups how to swim and be safe in an aquatic setting as well as private lessons for kids and adults with different disabilities; catering to their different needs and goals.

Performed tasks as part of a team to ensure the safe operations of the teaching environment, as well as train the upcoming instructors as part of their obligatory stage.