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<https://nycaia.artstation.com/>

# Nyako Arana

Research Assistant and Art Generalist at Louisiana State University

*A graduate student currently seeking a position in concept art. Committed to developing skills in illustration, innovative design, concept art, and team contribution through mentorship. Self-directed and professional with a strong work ethic and desire to grow in autonomous and collaborative work environments.*

## **SOFTWARE SKILLS**

### Digital Painting/Illustration/ 2D Design:

- Adobe Creative Suite - 6 years
- ClipStudio Paint - 6 years
- Procreate - 1 year

### Digital Sculpting/3D Modeling/Rendering:

- ZBrush - 3 years
- Maya - 3 years
- Substance Painter - 3 years
- Marmoset Toolbag - 3 years
- Blender - 1 year
- Marvelous Designer - 1 year

### Management:

- Microsoft Outlook - 4 years
- Jira - 1 year
- Perforce - 1 year

### Game Development:

- Unreal Engine - 1 year
- GameMaker Studio - 1 year

## **EXPERIENCE**

### Louisiana State University, Baton Rouge, LA – Research Assistant, NASA Digital Twin Project

AUGUST 2023 - PRESENT

- Leveraged proficiency in Maya to create representations of heavy machinery for a digital twin of a NASA Facility. Optimize and refine models for real-time applications, considering polygon count, texture resolution, and performance requirements.

### Ross Stores, New Orleans, LA – Stockroom Associate, Summer Temp

JUNE 2022 - AUGUST 2022

- Receive and inspect incoming shipments, verifying quantities and quality against packing slips and purchase orders. Provide excellent customer service by addressing inquiries, resolving issues, and supporting efficient order fulfillment processes.

## Louisiana State University, Baton Rouge, LA – *Design Shop Employee*

OCTOBER 2021 - MAY 2022

- Adhere to and enforce established safety protocols and guidelines for using woodworking equipment and materials. Maintain and troubleshoot woodworking tools and equipment to ensure optimal functionality and safety.

## **ADDITIONAL EXPERIENCE & PROJECT ROLES**

### **OVERTIME, Chillennium 2024** - 2D Artist, 3D Artist

Chillennium is one of the largest student-led game jams in the United States. For 48 hours, over 35 teams of 4 people worked to make quick, to-the-point games that followed the theme, "Hang in There." All projects are published on Itch.io.

### **PLAGUE: The Cursed Realm** - Concept Artist, Illustrator, Character Artist, Prop Artist

Plague: The Cursed Realm is an unreleased open-world adventure game project. The goal of the game was for the player to collect all the elements of power to reverse a sinister plague that was infecting the elven people.

### **VEROCITY** - Art Director, Concept Artist, Illustrator, Hard Surface Artist, Prop Artist

Verocity is an ongoing student-led racing game project. The premise involves players racing as high-tech animal-inspired mechs in a hyper-futuristic world. This project has plans to ship in the Summer of 2025.

### **Project Titan** - Concept Artist, Character Artist

Project Titan is an ongoing artist jam sponsored by Epic Games in collaboration with ArtStation and thousands of artists across the world. The goal is to fill out an open world with artists' assets to eventually be released as an Unreal Engine starter project.

## **EDUCATION<sup>1</sup>**

### Louisiana State University, Baton Rouge, LA – *Master's, Digital Media Arts and Engineering*

AUGUST 2023 - ANTICIPATED MAY 2025

### Louisiana State University, Baton Rouge, LA – *B.F.A, Studio Arts, Concentration in Digital Art*

AUGUST 2019 - MAY 2023

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<sup>1</sup> **RELEVANT COURSEWORK**

2-Dimensional Design, 3-Dimensional Design, Drawing Composition, Virtual Space and Motion, Animation Production, Virtual Production, Storyboarding and Concept Art, 3D Modeling, Advanced Programming, Interactive Design