BREEANA RIVERA

contact
Email: brivera6@gmu.edu
Portfolio: https://breeanarivera.com

Skills Summary

Character design, 3D/2D animation, Modeling, Environment background, Coding C++, and blueprint

Software: Unity, Unreal, Photoshop, Illustrator, Procreate, 3ds max, Visual, studios, Blender, Maya

Experience

GMU GADIG

Game artist 2024- Current Games:

Fetch Quest: spring 2024

Helped with creating two characters for the game and made the background for the ending credits of the game.

- Used Procreate as the main tool
- Designed character
- Animated character

Bake Me Crazy: current

Currently working on assets for the game like a baked good soon on other environmental assets.

RatLab Studios

Campus Cook Off

School project

Character Lead and Artist

I worked as a character Team lead and an artist. I learned how to manage and lead a team, which helped me grow my skills in time management and communication. Worked on: Rigging, Modeling, Character Design, Texture

Education

Bachelors: Computer Game Design Minor: Animation, ILLISTATION

George Mason University: 2021- Current