

Nicole Rusk

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Education

BS in Computer Science: Computer Game Design
University of California at Santa Cruz, June 2013

Projects



Alpaca Party

Production art, UI, animations

Created all in-game assets, from UI to simple 2D animations, as well as art used for the app stores and Kickstarter backer rewards. Alpaca Party is available on both Google Play and the App Store.



Pixtute

Production art, UI, team management, promotional art

Developed concept art and final background illustrations for the senior design course at UCSC. Also managed a small team of pixel artists, making sure all final assets fit the art style guides.

Work History



HTML Developer and Graphic Designer

Customer Mining — August 2013 to present

Edit and develop HTML-based email templates, landing pages, and supporting graphic elements for various Adobe marketing campaigns.



Lead Graphics Assistant

UC Santa Cruz Dining — April 2012 to August 2013

Designed fliers, banners, logos, and other web and print media for all campus dining locations, and assisted with student outreach events.

Skills

Photoshop guru, plus moderate skill in Illustrator and inDesign

3D modeling in Blender, with focus on low-poly models with hand-painted textures

Experience designing and creating 2D game UI

Motivated self-learner, always looking to improve my process

10 years experience with HTML/CSS development

Did you know?

I'm also an excellent baker (currently perfecting the French macaron), and an amateur cosplayer (my proudest cosplay accomplishment is my Murky hoodie).