

Camila De La Puente

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SUMMARY

Student currently pursuing a Bachelor of Science in Art and Entertainment Technologies at the University of Texas at Austin with a specialized focus on game design, environmental and character design, and animation. Seeking a dynamic and challenging internship opportunity to further develop transferable skills, gain hands-on experience, and actively contribute to the success of innovative projects within the entertainment industry.

EDUCATION

Bachelor of Science in Art and Entertainment Technologies	2022- 2026
The University of Texas at Austin	
Minor in Business	2022- 2026
The University of Texas at Austin	

PROJECTS

2D Environment Artist for Medical Game Project	Sophomore Spring Semester 2024
- Collaborated within a 13-member multidisciplinary team to develop game art assets and visual concepts. - Designed and illustrated the main character, Ranger Raccoon, during initial concepts. - Created detailed environmental backdrops to enhance the visual storytelling across multiple game levels. - Produced 2D art assets for in-game use and future content expansion, ensuring stylistic consistency and production efficiency. - Link to game trailer: TheAdventuresofRangerRaccoonGameTrailer	
2D Environment and Narrative Artist for Game Capstone	Sophomore Fall Semester 2023
- Collaborated within a six-member development team utilizing the SCRUM methodology. - Designed and illustrated environmental backdrops for all game levels, ensuring visual cohesion and atmosphere. - Wrote, storyboarded, and illustrated narrative cutscenes to enhance storytelling and player immersion throughout gameplay. - Created song selection cover art for original soundtrack pieces. - Link to game trailer: ZombeatsGameTrailer	
Real-time video programming for Audio Pixel Collider event	Junior Fall Semester 2024
- Created ten unique audio reactive visual effects including particle effects using Touch Designer - Programed effects in Resolume Arena to match music and lighting being presented simultaneously - Link to event's overview: audiopixelcollider	

SKILLS

- Adobe Photoshop - Adobe Illustrator - Adobe Premiere Pro - Adobe After Effects	- Adobe Animate - Unity Game Engine - Unreal Game Engine - Autodesk Maya	Bilingual (Spanish and English Native Fluency)
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RELEVANT COURSEWORK

- Visual Storytelling - Video Game Art Pipeline - Business of Entertainment - Principles of Animation	- Exploring User Interaction 3D Materials and Lighting - Level Design 2D animation	- Realtime Video Programming 2D Animation for Games - Narrative Design
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