

# KIMBERLEY OBA

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milquekat.com

## TOOLS

ADOBE PHOTOSHOP

ADOBE ILLUSTRATOR

ADOBE AFTER EFFECTS

SONY VEGAS

ZBRUSH

BLENDER

SUBSTANCE PAINTER

UNITY

PHASER

## EDUCATION

### UNIVERSITY OF CALIFORNIA, SANTA CRUZ

B.A. in Art & Design:  
Games and Playable  
Media. June 2018.

### JOHN MARSHALL HIGH SCHOOL

Los Angeles, CA.  
Graduated June 2014.

## EXPERIENCE

### DIGITAL MEDIA ASSOCIATE

(July 2017 – November 2017)

#### BHODY

- Worked with and reported to the Store Managers.
- Managed e-commerce and digital media sales, marketing, and operations of the business as needed and directed.
- Ensured that customers receive the highest possible level of service and experience.

### COUNTERSALES

(April 2016 – August 2016)

#### WHITING'S FOODS

- Worked with cash registers.
- Restocked and cleaned stores.
- Cooked various foods.
- Answered guests' questions.

### STUDENT WEB DESIGNER

(Oct. 2014 – 2015)

#### UCSC ADMISSIONS

- Updated the Admissions web pages using the WCMS.
- Updated content and design for eSlug, a quarterly electronic newsletter for counselors.
- Created and maintained photo galleries.
- Some graphic design (Adobe Photoshop).
- Social media updates (Twitter, Instagram, and Facebook).

## EXPERIENCE (PT. II)

### EDITING ASSISTANT

(Aug. 2013 – June 2014)

#### JMHS CAMPUS NEWS

- Assisted the John Marshall High School's weekly televised production called Campus News.
- Recorded various footage of campus and surrounding Los Angeles neighborhood and interviewed fellow students and staff.
- Edited and stitched together collaborated segments in video software such as Sony Vegas and Adobe After Effects.

## GAME PROJECTS

### SOLUS (2017-PRESENT)

#### 2D ART DIRECTOR

Worked alongside Artists, Designers, Art Coordinator, and Narrative Team, to breathe life into our game vision.

### SA MATA NI NELYA (2017)

#### 3D CHARACTER ARTIST

Used a mix of Zbrush, Blender, Substance Painter, and Adobe Photoshop to create 3D models and textures for various characters in the game.

### DAY AT THE BLEACH (2017)

#### LEAD ARTIST, ANIMATOR

Created most of the art and animations.

### BOOFBORKRUNNER (2017)

#### ARTIST, CODER

Created all of the art, animations, and coding in Adobe Photoshop and imported them into Phaser.

### BLITHE (2015)

#### ARTIST, CODER

Created art assets and did minor coding in GameMaker.