
KIMBERLEY OBA

Phone

+1 (323) 791 - 8881

E-mail

kimberleyoba@gmail.com

LinkedIn

in/kim-oba

Online Portfolio

milquekat.com

SKILLS

INTERMEDIATE

Adobe Illustrator
Adobe After Effects
Adobe Lightroom
Mailchimp
Microsoft Excel
Microsoft Outlook
QuickBooks
Sony Vegas

EXPERT

Adobe Acrobat
Adobe Photoshop
Dropbox
Microsoft Office/Word

NON-SOFTWARE

Typing: 90+ WPM
Customer Service
Data Entry
Multitasking
Social Media

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

SWEET PEA'S CAFE

(March 2018 – August 2018)

WAITRESS/CASHIER

- Ensured that the customers have the best experience while dining.
- Took customers' orders and served them their meal when ready.
- Answered customers' questions whether it be about our menu or the local area.
- Opened/closed the store via: Restocking, opening/closing the register, brewing coffee, making tea.

BHODY

(July 2017 – November 2017)

DIGITAL MEDIA ASSOCIATE

- Administrative Duties:
- Managed e-commerce and digital media sales, marketing, data entry, email correspondence and operations of the business as needed and directed.
- Ensured that customers receive the highest possible level of service and experience.

WHITING'S FOODS

(April 2016 – August 2016)

COUNTERSALES

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

UCSC ADMISSIONS

(Oct. 2014 – 2015)

STUDENT WEB DESIGNER

- Administrative duties:
- Updated the Admissions web pages using the WCMS.
- Updated content and design for the eSlug newsletter.

EXPERIENCE (PT. II)

STUDENT WEB DESIGNER cont.

- Some graphic design (Adobe Photoshop) and gallery maintenance.
- Social media updates (Twitter, Instagram, and Facebook).

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.

PROJECTS

SOLUS (2018)

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.