

SCHUYLER L. ACOSTA

Boise, ID
coastersky.weebly.com

DIGITAL ARTIST / GRAPHIC DESIGNER

(607) 426-5441
schuyler.acosta@gmail.com

TECHNICAL SKILLS

- **Photoshop, Illustrator, InDesign, Dreamweaver** - created promotional ads, produced raster and vector layouts
- **Premiere** - cut, synced, transitioned and exported presentations into the adobe media encoder queue
- **After Effects** - modified keys, animated effects masks and transitions, and rendered compositions
- **C4D, Maya & 3D Studio Max** - modeled, uv unwrapped, textured, rigged, lighted, animated, and rendered
- **ZBrush & Mudbox** - sculpted high-poly geometry, and painted texture maps
- **3D Coat** - retopologized high-poly Zbrush models, and painted texture maps
- **Motion Builder** - renamed joints for characterization, simulated dynamics, connected animations

EDUCATION/AWARDS

BACHELOR OF SCIENCE, GAME ART & DESIGN

The Art Institute of California - San Francisco

**December 2012
San Francisco, CA**

May 2008 – Portfolio Merit Scholarship Recipient for Game Art & Design Program

Winter 2010, Summer 2009 & 2011 – Recognition of Academic Excellence – Honor Roll

Fall 2011 & 2012 – Recognition of Academic Excellence – Dean's List

Recipient of the Fall 2012 – Best Portfolio Award in the Game Art & Design Major

CERTIFICATE OF DIGITAL MEDIA ARTS (2-year program, with honors)

Greater Southern Tier BOCES Bush Campus CTE Program

**May 2008
Horseheads, NY**

February 2008 – Created winning design in Corning Credit Union's logo competition

WORK EXPERIENCE

360immersive

June 2016 - October 2017

Creative Services Specialist

Boise, ID

- Designed UI elements and icons for mobile apps with Photoshop and Illustrator
- Animated 2D Motion graphics for 360 imagery using After Effects and rendered into equirectangular footage
- Edited, cut, synced, transitioned, composited, and exported audio and video files from Premiere into AME
- Created virtual reality training simulations through computer generated imagery using C4D and Unity
- Fixed stitch lines using: control points, masking, adaptive stitching, and lens cropping in APV/APG

ChargeItPro, Inc.

September 2010 - October 2014

Contract Graphic Designer

Eagle, ID

- Used Illustrator, Photoshop, and Dreamweaver to create over fifty promotional marketing pieces to targeted point of sale software vendors
- Promotional marketing designs distributed in US, Australia, Canada, South America, and Europe

iD Tech Camps

June 2013 - August 2013

Instructor

Berkeley & San Francisco, CA

- Instructed a course called FPS Game Design in UDK
- Instructed two courses: 3D Game Design in Minecraft and a Game Design & Graphic Arts Hybrid

JH Design

April 2007 - September 2007

Graphic Design Assistant

Elmira, NY

- Learned the process of weeding, masking, and applying vinyl designs onsite for clients