





## EDUCATION

- 2014 **MFA Interactive Media and Games**  
University of Southern California  
*Expected Graduation: Spring 2017*
- 2012 **BFA Fine Arts**  
State University of New York at Albany  
*Graduated: Dec 2012*


## BETHANY MARTIN

Designer & Prototyper  
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## SKILLS

//Design  
Interactive, UX, Visual

//Languages  
C#, C++, CG

//Programs  
Unity, Maya, Ps, Ai

//3D Art  
Shaders, Particles,  
Modeling, Animation

//Software Dev  
Agile, Scrum



## EXPERIENCE

- 2016 **Technical Art Intern**  
Otherworld (Los Angeles, CA)  
*May 2016 - Dec 2016*  
Creating technical art for Unity. Developing for Google Daydream and Cardboard.  
\* Writing Shaders, Creating Particles, Scripting
- 2015 **Prototyping Intern**  
codeSpark (Pasadena, CA)  
*May 2015 - Aug 2015*  
Creating prototypes, playtesting, and writing the curriculum.  
\* Writing & Designing Activities, Playtesting
- 2014 **Research Assistant**  
Game Innovation Lab (Los Angeles, CA)  
*Sept 2014 - May 2016*  
Creating prototypes and final game for Campus Safety App.  
\* Game Design, UX Design, User Testing
- 2013 **Visual Designer**  
Varner Miller (Mount Pleasant, SC)  
*Jan 2013 - Dec 2014*  
Creating interactive presentations for the Air Force and ETS.  
\* Illustration, Animation, Usability, Branding