

# Ashley Cahill

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## Projects

Maui's Mayhem: Environment Designer and Community Manager for an endless runner mobile game set in Hawaii, released on Google Play Store for Android

The Vault: Lead Tech Artist for a puzzle based exploration PC game

## Skills

- Proficient with Maya, Photoshop, Unity, and Unreal
- Experience with Zbrush, Illustrator, and InDesign
- Experience with coding languages such as C#, Python, and MEL

## Education

Mount Ida College

GPA 3.8

Bachelor of Science in Game Art

May 2018

## Accomplishments

First place in Mount Ida Game Jam 2016

- Created character models, character and environment textures

Treasurer of the Mount Ida Game Club

- Manage club budget, plan community events such as game tournaments.

## Work Experience

Mogul Mommies

New York NY

*Intern*

January 2017-June 2017

- Generated innovative ideas with limited direction and varied internal client needs.
- Create concepts for level design of a mobile game.

Aramark

Newton MA

*Cashier*

January 2016-Present

- Respond to customers' complaints and take necessary actions resolve their issues
- Take payment in exchange of items sold
- Open and close tills
- Sort and count currency and coins