



# RAE ADIA SKINNER


PIXEL ARTIST | 3D ARTIST

## PORTFOLIO

 [artstation.com/ramzie](https://artstation.com/ramzie)

## CONTACT

 [linkedin.com/in/ramzie](https://linkedin.com/in/ramzie)

 [rvmzie@gmail.com](mailto:rvmzie@gmail.com)

## SOFTWARE

- Maya
- Blender
- ZBrush
- Aseprite
- Procreate
- Photoshop
- Illustrator
- Substance Painter
- Marmoset Toolbag
- Unreal Engine 5
- Unity
- Miro
- Figma

## SKILLS

### | 3D

- Modeling
- Sculpting
- Game Optimization
- Handpainted Texturing

### | 2D

- Pixel Art
- Drawing
- User Interface Design
- Graphic Design

## EXPERIENCE

**COLLEGE FOR CREATIVE STUDIES** – *Detroit, MI*      JUNE 2025 – PRESENT  
Resident Assistant

- Plans and executes programs for residents that develop community building and life skills.
- Enforces housing policies, provides guidance, and responds to emergencies.
- Promotes community engagement, supports diversity initiatives, and actively communicates with residents.
- Assists with conflict resolution between residents, as needed.

**DETROIT ARSENAL** – *Warren, MI*      JUNE 2022 – PRESENT  
Youth Program Assistant

- Follows safety protocols and sanitation standards while maintaining accountability of up to 80+ youth.
- Provides appropriate guidance to youth concerning safety on field trips, utilizing playground equipment, arts, etc.

## EDUCATION

**COLLEGE FOR CREATIVE STUDIES** – *Detroit, MI*      SEP 2021 – PRESENT  
**Bachelor of Fine Arts in Game Design**  
**Minor in Creative Entrepreneurship**  
Expected Graduation May 2026

- Demonstrated student leadership skills in Residence Life, First Year Experience and Student Activities Board

## RELEVANT PROJECT EXPERIENCE

**CORPORATE CUPID** | *Game Projects*      SEP 2024 – MAY 2025  
Art Generalist

- Took part in the conceptualization of the game and its narrative.
- Collaboratively developed the hero asset design.
- 3D modeled and made hand-painted textures for the hero asset.
- Created finalized User Interface elements in a pixel art style.
- Animated one enemy's attacks, idle movement and flinch.

**CENTRAL WONDERS** | *4th Space Tech*      SEP 2025 – DEC 2025  
UI Art Intern

- Developed and iterated upon User Interface design and flow with wireframes.
- Created finalized UI art using Adobe Illustrator and Photoshop.
- Set dressed the User Interface display within Unity.