

Christina Baudais

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Education

Bachelor of Information Technology in Interactive Multimedia and Design 2019 - 2024

Carleton University, *Ottawa, ON*

Ontario College Advanced Diploma of Applied Arts 2019 - 2024

Algonquin College, *Ottawa, ON*

Work Experience

Game/Layout Artist, Thought Generation Society, (Remote) Vancouver, BC (Oct 2021 - March 2023)

- Created in-game 2D art assets, props, layouts, illustrations, and icons for use in various educational mobile games, following the art style and art directions using Adobe Illustrator.
- Designed app logos to be used for released and future games.

Web Designer, POP Communications, (Remote) Winnipeg, MB (May 2021 - August 2021)

- Designed and developed a Wordpress website for a popular informational and educational junior magazine.
- Implemented proper user interface design to improve user experience on the site (UI&UX).

Communications and Marketing Assistant, La Maison des artistes visuels francophones, Winnipeg, MB (Summer 2019 & (Remote) May 2020 - 2021)

- Designed, organized, and updated the gallery's annual report using Adobe InDesign for proper archiving and activity recording in a more user-friendly format.
- Created posters for various events, take-home postcards, and pamphlets for each new exhibition, as well as Facebook covers and graphic designs for social media posts.
- Managed website content and updated it with every new exhibitions to inform visitors.

Projects

Capstone Group Project: Nyssa – 2D/3D Artist

- Created rigging for all 3D monster models with different body movement types.
- Animated all enemies and player characters' states (idle, attack, death etc.)
- Optimized assets for game engine.
- Collaborated with programmers to implement animations and artistic assets.
- Designed and integrated re-usable 2D assets into game engine (Unity).

Video Game: Twig – 3D Artist & Game Engine Integrator

- Developed low-poly 3D models and textures to be used as environment props and collectables.
- Edited and integrated mocap animations for player and NPC models.

Skills

- Adobe Illustrator

- Adobe Photoshop

- Unity Engine

- Unreal Engine

- Adobe Premiere Pro

- Autodesk Maya

- Blender

- Drawing/Painting

- HTML/CSS/JavaScript

- C/C++/C#

- French

- English