

# Anna (Gamma) Gamel

Boise, ID

Email: [Gammagamel55@gmail.com](mailto:Gammagamel55@gmail.com)

Portfolio: <https://gammagamel.github.io/>

## Education/Certification

Boise State University, Boise ID – Expected May 2025

Bachelor of Science in Games, Interactive Media, and Mobile Technologies  
Minor in Visual Arts

The Interaction Design Foundation – 2022

Certification in Design Thinking

## Skills

To see my skills in use see my portfolio: <https://gammagamel.github.io/>

3D Art & Modeling: Maya, Blender, Substance Painter

Digital Art: Procreate, Adobe Photoshop

UX/UI/Graphic Design: Adobe Photoshop, Illustrate, XD

Other: Can lift heavy objects, Strong

Web Development: HTML, CSS, JavaScript

collaboration & teamwork, Adaptability, Time

Game Design: Unity, Unreal

management, Cosplay

## Related Work Experience

3D Modeler – Fish & Game VR Training Course (Dec 2024 – Present)

- 3D modeling, texturing, and rigging of low-poly realistic animal models for VR simulation.
- Applied PBR textures using Substance Painter to enhance model quality and maintain artistic consistency.
- Collaborated with team members to optimize assets for real-time rendering in VR environments.

Instructor – Summer Class: Introduction to Animation (May 2024 – Jun 2024)

- Taught animation principles, including keyframe animation, timing, and motion arcs.
- Instructed students on using Krita software for 2D animation.
- Developed lesson plans, presentations, and hands-on activities for student engagement.

2D Animator – Micron School of Materials Science and Engineering Outreach Animation (Jun – Aug 2024)

- Created frame-by-frame animations and motion graphics for an educational project.
- Designed and illustrated backgrounds, assets, and storyboards.
- Provided post-production feedback to improve animation fluidity and appeal.
- **Video Link:** <https://youtu.be/RXSmIyxw4vY?si=xoQu3OvMpczxOyb1>

## Volunteer Experience

UX/UI Designer – IUPAC Systems Thinking Project Website (Feb 2023 – Apr 2023)

- UI/UX design for an educational website, improving usability and accessibility.
- Created wireframes, prototypes, and mockups for an optimized user experience.
- Conducted usability testing and feedback analysis to refine interface elements.
- **Project Link:** <https://sastice.com/>

UX/UI Designer – NASA SUITS (Spring 2022-2023)

- Designed UI/UX interfaces for astronaut communication and navigation software.
- Developed wireframes and interactive prototypes for mission-critical applications.
- Worked within a team of designers and engineers to optimize user interactions in zero-gravity environments.