# Victoria Zeilenga

6713 N Glenwood Ave, Chicago Illinois, 60626 (219) 802-0504 vzeilengaart@gmail.com

#### **EXPERIENCE**

#### Swim Instructor| British Swim School| Chicago Illinois

At British Swim School I am a Senior Instructor, in charge of making sure everyone on the pool deck and in the water is doing what they need to be doing, I teach my own classes, and I control whether or not a child will move up to the next class level. In this job I am constantly in contact with people of all ages, children 3 months old and up to their parents and our adult students. My responsibilities are the safety and wellbeing of the children in my classes, communication with them and their parents, and management of the personnel in the pool. May 2017- Present

#### Environment Artist Intern | Babaroga LLC. | Chicago Illinois

As an Intern at Babaroga I was in charge of all of the environment art for one of their currently unannounced games. The art style for this game was realistic, so all textures and assets I made fit into that category. My tasks included but were not limited to: optimizing building assets, placing and creating foliage, creating unique ground textures, placing and optimizing props, and collaborating with other artists on the team to make the environment fit the style of the game.

June 2019- August 2019

#### SKILLS

Adobe Illustrator Adobe Photoshop Adobe After Effects

Zbrush Autodesk Maya Blender Arnold Renderer Substance Painter Unreal Engine Unity 3D

Microsoft Excel Microsoft Word

#### **AWARDS**

College USQ Quidditch team Office work experience Management experience Dean's List

#### **EDUCATION**

## **Columbia College Chicago**, Chicago Illinois — BA Game Art

### PROJECTS

#### TerraSphere — <u>https://thequestcrafter.itch.io/terrasphere</u>

TerraSphere is a space farming simulator in which the player plays as an astronaut who crash lands on an alien planet. The player has to plant crops to survive, as they do so the planet transforms from barren and lifeless to lush and thriving. My role on the TerraSphere team was to model, texture, and implement all environment art assets.