yani mohamad fauzi

CONTACT

Legal Name: Sarah Mohamad Fauzi

yanieu.itch.io

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EDUCATION

University of California, Santa Cruz - Santa Cruz, CA

BA in Art and Design: Games and Playable Media | SEPTEMBER 2016 - AUGUST 2019

SKILLS

- Proficiency with **Adobe Creative Suite**: Photoshop, Illustrator, After Effects
- Proficiency in **2D programs**: Aseprite, Paint Tool Sai, and FireAlpaca
- Proficiency in **3D programs**: Maya, Blender and ZBrush
- Proficiency with **game engines**: Unity and GameMaker
- Some **programming experience**: Java, HTML, CSS, JavaScript, and C
- Fast learner, efficient communicator, and adaptable in any work setting
- Thrives in group settings

AWARDS & SHOWCASES

- **GameGo Grant Recipient** - 2019
- **UCSC Game's Showcase** - 2019
- **IndieCade@E3 Showcase** - 2018
- **Sammy Showcase** - 2018

PROJECTS

Origin Trail

Character / Character Concept / Environment Artist and Animator | DECEMBER 2018 - PRESENT

Created concept art for playable party characters, made multiple in-game character sprites, and created over 60 unique environment assets. Received an Honorable Mention in World Building at the UCSC Game's Showcase.

Meet Me in the Garden

Character / Character Concept / Environment Artist | JANUARY 2018 - MARCH 2018

Created concept art and playable character sprites, as well as environment assets for a psychedelic, multi-media puzzle game about platonic intimacy.

TTYL

Character Artist / Environmental Artist and Writer | JUNE 2018 - AUGUST 2018

Designed concept art for characters, in-game character sprites, as well as environment and UI assets for a game about self-reflection and realizing how your actions can hurt others.

Nepenthese

Developer | SEPTEMBER 2018 - DECEMBER 2018

Developed the concept of a 2-player card game that, through game play, would have an experience that mimics the feeling of falling in love. Designed in-game assets and box art.