

# ANNA GUIDUBALDI

• designer/director •

## EDUCATION

### 2021 - 2023 • University of Central Florida

Themed Experience M.S. - GPA: 3.96

Themed Entertainment Association (TEA) Member

### 2015 - 2020 • University of Central Florida

B.A. Digital Media: Game Design, Psychology Minor

Burnett Honors College - GPA: 3.74

## PORTFOLIO

[annaguidubaldi.com](http://annaguidubaldi.com)

SCAN ME



## EXPERIENCE

### Universal Creative Lab Workshop Class • Summer 2023

Student

- Created a full themed dark ride project proposal in a collaborative environment
- Learned relevant industry skills through expert instruction and active participation
- Practiced documentation and presentation skills amidst real industry professionals

### Adaptive Immersion Technologies • 2020 - Present

Project Manager

- Managed all dev team tasking, weekly scrum meetings, and client check-ins
- Handled conflict resolution, facilitated communication, and enforced project scopes
- Aided in design mockups, documentation, video editing, and on-site VR setup
- Achieved Government Secret Clearance

### Hellion Studios • 2019 - 2020

Creative Director

- Created concept art, 3D models, and textures for in-game characters and props
- Developed and enforced the Art Style Guide (ASG) and Game Design Document (GDD)
- Organized file structure, scheduled tasks, held scrum meetings, and resolved conflict

### Limbitless Solutions • Summer 2019

Game Design Scholar

- Created infographic assets for website and merchandise designs
- Created 3D assets for Limbitless Runner videogame
- Designed and modeled thematic prosthetic arm variations for 3D printing

## SKILLS / TOOLS

Design

Concept Art

Autodesk Maya

Unreal Engine

Management

Costume

Pixologic ZBrush

Adobe Suite

Collaboration

Documentation

Substance Painter

Microsoft Office

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