

EDNA SEGOVIANO

ILLUSTRATION | VISUAL DEVELOPMENT | 3D LAYOUT

Experience:

Center for the Student Experience (CSE) Social Media Content Creator

ArtCenter Hillside Campus, Pasadena | Current

- Assist Students with academic information for the college ArtCenter.
- Using Adobe Suites to create content and utilizing Slack to communicate.
- Prepare, create, sorting files and meeting the deadlines.

Video Game Development Project Game Name: Color Clash

ArtCenter South Campus, Pasadena

- MISC: A parallax scrolling game that is in 2D where players paint each other to the death until one remains standing.
- Developing the basis of the story
Developing Stage Designs and Color
World-Building

Relevant Coursework:

Visual Development | Jim James Salvati Spring 2022

- Developing various storylines and picking one as our main story.
- Being able to create a story with various ideations and color beats.
- Having the understanding to create at least three character lineups.

Entertainment Arts Proj Studio | William Perkins Summer 2023

- Learning how to develop story beats for our given choice of story.
- Understanding how to advance skills required for our graduation portfolio.

Education:

ArtCenter College of Design

Pasadena | Graduation Dec 2023

Bachelors of Fine Arts

Minor in Business

Riverside City College

Riverside, CA (2016-2018)

Summary of Skills:

Adobe Creative Suite:

- Premiere Pro
- Illustrator
- InDesign
- Photoshop
- Illustrator
- AfterEffects
- Maya
- Procreate
- Limited with Blender

Skills:

Traditional:

- Gouache
- Urban Sketching
- Oil Painting
- Graphite

Languages:

- English (Native)
- Spanish (Bilingual Proficiency)



EDNA SEGOVIANO



EDNASEGOVIANO.COM



STONESBREAK



SEGOVIANOEDNA@GMAIL.COM