

# ALYSSA ANDERSON

Design • Visual Development & Concept Art • Illustration

## EXPERIENCE & PROJECTS

### Art Director & VisDev Lead • *BFA Senior Project Short Film*

(Mar 2024 – May 2025) "*How We Hamsters Die*"

- Collaborated with directors to bring their ideas from concept to finish through numerous drawings, ideations, concept paintings, style tests.
- Lead & Supervised all visuals related to project including film's art style & final looks, branding, & social media/marketing by planning, organizing, providing comprehensive guides, & delegating tasks.
- Provided paintovers and/or constructive feedback across all departments to ensure work produced is fitting established art style & maintaining high quality finish.

### Visual Development Mentee • *Blizzard Entertainment Mentorship*

(Jan 2024 – May 2024)

- Held weekly meetings with professional senior concept artist to receive critique and refine visual development concepts to industry-level standards.
- Became familiarized with professional standards and production pipelines within the Entertainment Industry.

### Assistant Scenic Designer • "*1984*" *SJSU Hammer Theatre Production*

(Jan 2024 – May 2024)

- Designed & Painted key set elements.
- Collaborated directly with production's Director and Scenic Designer to finalize design decisions and set elements through the use of reference gathering, concept ideations, finished paintings, and model making.

### Background Artist & Painter • *Short Film Projects*

(Jan 2024 – May 2024) "*My Turn!*"

(Jan 2023 – May 2023) "*Amongst the Myrtle Trees*"

- Completed clean background layouts & paintings according to the provided style guide and color script.
- Worked directly with Art Director & ensured to address all critique/feedback received.

### Box Office & Concessions Cafe • *Cinemark*

(Nov 2014 – Mar 2020)

- Provided customer service & executed excellent demonstration of money-handling skills while operating Box Office and Concession Stand terminals.
- Accomplished heavily team-oriented & time-sensitive tasks in every department of the movie theater.

### UX/Digital Design Apprentice • *Oakland Digital Arts & Literacy Center*

(Jun 2018 – Sep 2018)

- Created various illustrations & graphic assets to be displayed on BRIDGEGOOD, as well as used in presentations.
- Produced numerous concepts, sketches, wireframes, and mockups for various projects that went live on BRIDGEGOOD.
- Collaborated in a team of 10 design apprentices & worked closely with PM and Engineer to bring projects to completion.

## CONTACT

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📍 San Francisco Bay Area, California

## SKILLS

### Software/Technical

- Adobe Suite  
Photoshop, Illustrator, InDesign, AfterEffects, Premiere, Substance Painter
- GSuite  
Google Calendar, Drive, Docs, Slides, Sheets
- Microsoft Office  
Word, Powerpoint
- Procreate
- Autodesk Maya
- Zbrush
- Toon Boom Harmony
- Zoom

## EDUCATION

### San Jose State University

*BFA Animation/Illustration*

(2020 – 2025)

- Summa Cum Laude
- Focus in Visual Development

### Diablo Valley College

*AA Animation & Game Design*

*AA Art Digital Media*

(2016 – 2020)

- Academic Honors: 4.0
- Certificate of Achievement: Character Animation

## HONORS / AWARDS

### Animation Finalist

*CSU Media Arts Festival (2023)*

### Runner Up In Painting

*DVC President's Art Award (2019)*

### Grand Prize Winner

*James O'Keefe Comic Contest (2018)*