

Isabella Bradberry

Production Assistant, Management

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Skills

PM Software: Google Suite | Microsoft Suite | Trello | Miro

Programming Languages: Python | C++ | MEL | Matlab

Source Control: Perforce, GitHub, In House Linux Commands (for animation pipeline)

3D Software: Unreal Engine | Maya | Renderman | Houdini | Substance | ZBrush

Education

Texas A&M University | College Station, TX

Projected Graduation: May 2023

B.S. in Visualization

Minor in Game Design & Development

Production Management

For all of the projects listed below I created and managed the schedule, asset list, bid sheet and slides. I also scheduled weekly check-ins with my team(s) to capture/discuss progress. I submitted all deliverables and group assignments on behalf of my team.

Project Manager and Design Lead | R.A.T. Game | 6 team members | Spring 2023

Project Manager, Modeling and Layout Lead | Baba Yodka Studio Short | 5 team members | Summer 2022

Project Manager, VFX+Layout Lead | Encanto Kitchen Remake Digital Environment | 5 team members | Spring 2022

Project Manager and Rigging Lead | Frog Soup Studio Short | 7 team members | Fall 2021

Clubs and Events

Director and Event Manager | Viz-a-GoGo Symposium, Exhibition and Showcase | Spring 2023

- Determined a schedule for with deadlines for major tasks and prepared all slides and information for the weekly officer meetings
- Prepared agenda for all meetings involving A&M faculty, student and staff to promote the event and inform interested parties.
- Helped facilitate conversations between younger peers and faculty to encouraged the sharing of ideas and experience

Event Manager | Chillennium 48 hr Game Jam | Spring 2023

- Point of contact for the event volunteers as well as interested committee members who wanted to help out with the event.
- Wrote the script for 2 How to Tutorials covering the topics of using source control and how to manage your time
- Prepared a master schedule for all committee leads and gave input on priority tasking throughout the semester.

Event Manager, Webmaster and Research Symposium Lead | Viz-a-GoGo | Spring 2022

- My coworkers and I worked together to make an event schedule and set deadlines for the committees who met with us weekly in order to encourage involvement, check in on progress and provide information about the event. Also, every week I prepared slides for feedback from our faculty sponsor and our boss.
- Wrote content for four posters and the two websites to communicate with students, staff and faculty information about the event.

Volunteer Coordinator | Chillennium 48 hr Game Jam | Spring 2022

- Responsible for advertising and outreach to get multiple members for the 6 committees
- Created the event volunteer schedule, provided instruction for 3 volunteer trainings and managed the volunteers at the event.

Social Media Coordinator | Aggie Satellite Laboratory Club | Fall 2020

- Managed all social media posts and designs for the team, and prepared 2D graphics for the promotional video.

Fellow | Engineering Community of Scholars Organization | Fall 2019 - Spring 2020

- Mentored a group of 12 freshmen Engineering Honors students for 6-10 hours per week
- Served as hospitality lead at Course Scheduling Social, affecting 500+ students
- Handled Course Scheduling Social promotion, registration, project management and scheduling during the pandemic

Work Experience

Teaching Assistant | Texas A&M University | College Station, TX | Fall 2021

- Helped my peers by explaining fundamental coding concepts in the intro to Python course (VIST 105)
- Attended the students lab and hosted office hours

Assistant Swim Coach | Wells Branch Armada | Austin, TX | Summer 2019

- Provided extensive critique of competitive swimming technique and was responsible for the learning and safety of up to twenty kids