TRAVIS SZABOLCSKA
GRAPHIC DESIGNER

CONTACT

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📍 Northridge, CA 91325

EDUCATION

2016 - 2020
BOISE STATE UNIVERSITY
- Bachelor of Illustration

2016 - 2020
BOISE STATE UNIVERSITY
- Bachelor of Gaming, Interactive Media, and Mobile (GIMM)

SKILLS

- Maya
- Blender
- 3D Modeling
- Texturing
- Rigging
- Animation
- Adobe Photoshop
- Adobe Illustrator
- Traditional Illustration
- Teamwork

WEBSITE/PROFILE

travisszabolcska.com

https://www.linkedin.com/in/travis-szabolcska-graphic-artist

PROFILE

Front-end developer and illustrator specializing in 2D art, 3D modeling, and graphic design. Applied Skills in both technical and artistic aspects of games, apps, and traditional drawing. Possesses a deep understanding of design principles. Committed to delivering quality work effectively and efficiently.

PROJECTS

DMV Driving Simulator   2019 - 2020
Boise State University
- I participated in a group project that created a virtual reality driving test simulator for the DMV.
- We focused on the most difficult questions so people can have an easier time remembering important rules when taking the driving test.
- I worked on the main interior of the car the user sits in as they take the test. I designed Houses for a suburban area and a train for the railroad questions.

Café Racer   2019 - 2020
Boise State University
- I was tasked with modeling 3D assets for an infinite motorcycle racing game.
- I designed the game's logo using Adobe Illustrator and modeled several of the bikes the player can choose from with Blender.

Stride To Survive   2017 - 2020
Boise State University
- I was working on an individual project throughout my time at BSU. It was a game of my own design where you play as a creature that must survive as long as possible in a harsh world.
- Used Maya to create textured and animated models
- Set up and ran the environment using the Unity game engine.