

MARIANA RIOS

Designer

Ambitious designer with 4+ years of experience in digital illustration, motion graphics, and typography. I am a recent graduate from the University of Texas at Austin accustomed to collaborating across departments and eager to take the next step in my career.

Experience

Steel Advertising — Creative Intern

June 2022 - Aug 2022

- ❑ Created social media content for several company clients
- ❑ Incorporated feedback and received direction from the Art Director
- ❑ Conducted design and social media trend research
- ❑ Actualized moodboards and composed presentations

Path to Pro, Senior Design Projects II — Background Artist

Jan 2022 - May 2022

- ❑ Developed background art for a web app that helps gamers improve their skills
- ❑ Conducted market research prior to starting production
- ❑ Worked with several departments to achieve unity throughout the playing experience

Team Titan, Senior Design Projects I — 2D Artist, UI Designer

Aug 2021 - Dec 2021

- ❑ Created concept art, UI, and a style guide using Photoshop and Procreate for a video game
- ❑ Implemented feedback received from professors, teammates, and playtesting
- ❑ Utilized Design Thinking throughout the process


Education


University of Texas, Austin — B.S. Art and Entertainment Technologies

Aug 2019 - May 2022 *GPA: 3.5*

- ❑ Emphasis in Digital Visualization
- ❑ Minor in Business

Contact

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 [LinkedIn](#)

 [marianarios.studio](#)

Skills

Photoshop
Illustrator
InDesign
Premier Pro
After Effects
Content Creation
Design Thinking
Motion Graphics
Web Design
3D Animation and Modeling
Google Suite
Microsoft Office

Volunteer

Pop Social

Feb 2020

Utilized the company's style guide to design content for their Instagram page as part of the marketing team.