

Rebecca L Swiderski

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Game Designer, Illustrator, Character and Concept Artist

My name's Rebecca Swiderski. I have a Bachelor's degree in Game in Interactive Media Design and an Associate of Fine Arts degree. To put it simply, I like to create! Whether it be for video games made by a small team of individuals or my own personal projects, I believe that a unique look is key to player intrigue. I believe art can tell you a lot about someone, whether it be a team of people or the soul person behind the art. Hopefully, my work gives you a good insight of who I am.

KEY ACHIEVEMENTS & AWARDS

- Death Detective- A short visual novel/puzzle game made for the Spooktober Jam 2023. Was given the opportunity to be the character and concept artist.
- Rough Night- A short visual novel made for the Creation Jam 2023. Was given the opportunity to step out of my comfort zone and gain a better understanding of Twine. Awarded Best Overall Storytelling by the host of the jam.
- Children Of Atzlok- Senior Project made during my final year at Rider University. Was given the opportunity to be the lead graphics artist, manage artistic contributions, and collaborate with a team of students.

CORE COMPETENCIES & TECHNOLOGY

- Adobe Creative Suite/ Adobe Alternatives
- Adobe Photoshop/Illustrator/InDesign
- Digital Art
- Character and Concept Art
- 2D Art
- Aseprite
- Twine
- Teamwork
- Narrative Writing
- Time Management
- Maya
- Blender
- Unreal
- Unity
- Microsoft Office (Word/Powerpoint/Excel)
- Wordpress

EXPERIENCE

Mccaffrey's Food Markets –Yardley, PA

September 2023 -Present

Cashier

Scanning, bagging, and attending to Mccaffrey's Customers.

- Attended to customers to guarantee they received their items in a quick and timely fashion
- Frequently organized and sanitized workspace to maintain a level of professionalism
- Displayed a friendly and engaged work ethic to both patrons and coworkers

Shady Brook Farm –Yardley, PA

May 2022 -August 2022

Culinary Assistant

Cooking, preparing, and ensuring high quality service to customers and team members.

- Accommodated patrons; handled requests; collaborated with coworkers of different departments; demonstrated a committed work ethic
- Regulated workspace to ensure organization and sanitation
- Produced and supplied coworkers with necessary ingredients

EDUCATION

Bachelor of Arts, Game and Interactive Media Design, Rider University – Lawrenceville NJ

Associate of Fine Arts, Fine Arts, Bucks County Community College – Newtown PA

PROFESSIONAL DEVELOPMENT AND CERTIFICATIONS

Indie Game Academy Level 1 Graduate, Indie Game Academy, 2024

Game Workshop, Rider University, 2023

Art Workshops, Seufert Art Studio, 2019