

# 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

- Project Lundie- Current game project for the 2024 Safe in Our World Game jam. As the lead 2D artist, I am expected to create designs for the characters and flesh them out as development progresses, finalize sprites to prepare them for animation, contribute to the game's narrative and the design of the UX/UI and to attend weekly team meetings.
- Pizzanaut-Third Place Winner of the Founder's Pitch Jam hosted by The Indie Game Academy, Pizzanaut was made during a course of a week, and was used as an exploration into what the process of pitching video games is like. My roles within this project include designing and refining the player character, designing some NPC's, to which other team members later refined, and making the art for the title page, banner, and thumbnail.
- 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

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

## 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