

Mariah Almeida

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Designer with a passion for providing quality assets, instruction, and consulting with a variety of clients, including visual design, marketing/social media, and sales.

Clients/Employers

Photogenic, Inc., *Boston, MA/Chicago, IL* April- Nov 2014

Sales Photographer

Operated camera to take souvenir photography for guests at several area Boston tourist attractions including Boston Harbor Cruises (BHC) and Boston Duck Tours. Processed photos using industry standard printer stations and software. Conducted high volume sales with customers. Assisted customers with questions and concerns as needed.

Randstad US, L.P. , May-Sept 2013

Computer Operator

Operated computer terminal in completing Quality Assurance (QA) and other miscellaneous tasks in support of a local Boston area software development company on a contract basis. Worked and assisted teams within a Scrum/Agile development environment, using software such as Test Track Pro and Hansoft.

The NATIVE Project, *Spokane, WA*, Summer 2007, 2008

Summer Camp Art Instructor, instructed school age children (5-13) in basic art techniques in a day camp environment in coordination with a non-profit organization and local school districts. Assisted staff with other tasks as needed.

Projects and Publications

RogueStudio, May 2012-present

Artist/Owner

Freelance contractor in illustration and graphic design, producing content for games, comics, illustration, and graphic design. Owner of independent online storefront which sells prints, small press comic books, and other handmade/small run products. Conducted social media marketing on a multitude of platforms including Facebook, Twitter, Instagram, Twitch, and YouTube.

The Sketchbook Project- *Brooklyn Art Library, Brooklyn, NY*-2012-2015.

Produced sketchbooks using a variety of techniques and mediums (illustration, comics, traditional and digital mediums) which toured with The Sketchbook Project on tour through cities in the US and Canada in 2013, 2014, 2015, permanently housed with the Brooklyn Art Library collection.

Awards/Experience/Volunteer

Eastern Washington University, Cheney, WA, Summer 2018.

Research Assistant

Accompanied EWU faculty member as a visiting guest of the University of Waikato, Hamilton, New Zealand. Assisted in gathering and cataloging written and audio-visual material to support their research, as well as other tasks as needed.

Geek Girl Con, Seattle, WA 2015, 2016

A/V Technician

Assisted panelists and convention staff with maintaining and operating A/V equipment (soundboards, computers, projectors) in multiple theater rooms during the convention. Ran soundboard during evening special event/fashion show. Troubleshooted breakdowns in equipment. Assisted staff with setup and breakdown of convention as needed.

PAX East Enforcer, Boston, MA 2013-2015

PAX Prime Enforcer, Seattle, WA 2015-2017

Assisted as volunteer staff in the operations of the Penny Arcade Expo convention in Boston and Seattle.

Boston Festival of Indie Games, Boston, MA, 2012, 2013

Assisted as volunteer staff to help check in exhibitors and guests at festival, and general operations as needed.

- *Design Coordinator (2013)*

Assisted design and marketing team with organizing and executing operations of an independent video game festival. Designed assets that helped team run a successful Kickstarter campaign. Designed assets for Guidebook app used during festival.

Skills

- Proficiency in Adobe Creative Suite and non-linear audio/visual editing software (Final Cut Pro, Adobe Premiere, Audition)

- Experience working with testing and game development related software (Test Track Pro, Hansoft)

- Experience working in a Scrum/Agile development environment.

- Experience working in high volume environments providing customer service to clients and guests.

- Basic knowledge of Japanese (reading/writing/translation).

Education

Eastern Washington University, Cheney, WA, 2016-2017

Post-Baccalaureate coursework in Business and Japanese.

Ringling College of Art and Design, Sarasota, FL

Bachelor of Fine Arts in Illustration, May 2011