



## ROSIE MICHELLE POUND | CUSTOMER SERVICE

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### #SKILLS

- Tech/Internet Savvy
- Team Player
- Good Communicator
- Customer Service
- Fast Learner
- 3D Modeling
- Texturing
- Concept Design
- Creative Writing
- Game Design
- Digital Illustration
- Painting
- Traditional Drawing

### #TECHNICAL

- Basic Office 360
- Maya
- 3D Studios Max
- Substance Painter
- Photoshop
- InDesign
- Illustrator
- xNormal
- Slack, Trello
- Instagram, Facebook, LinkedIn, etc.

### #ARTIST STATEMENT

An artist through and through, a creative problem solver, and a dedicated individual who will never stop learning and growing. Destined to be part of a team that's taking on new challenges and creating unique experiences.

### #WORK EXPERIENCE

Starbucks Coffee Co. · Normandy Park, Washington

**Barista** · Oct. 2020 – present

Tasked with creating and maintaining the third place. Whipping out quality hand crafted beverages while providing a warm and welcoming environment for customers and partners. Keeping the store clean, up to standard, and hazard free. Teamwork, fantastic customer service, and good work ethic always on display.

GameStop · Burien, Washington

**Senior Game Advisor** · Dec. 2019 – Jun. 2021

Trusted with opening or closing the store, helping customers, distributing tasks amongst coworkers, keeping the store clean and presentable.

**Game Advisor** · Oct. 2019 - Dec. 2019

Provided enjoyable customer experiences by recommending the right games and products while also ensuring that the store environment was clean and presentable.

GameStop · Portland, Oregon

**Senior Game Advisor** · Nov. 2017 - Jul. 2018

Trusted with opening or closing the store, helping customers, distributing tasks amongst coworkers, keeping the store clean and presentable.

**Game Advisor** · Jun. 2017 – Nov. 2017

Provided enjoyable customer experiences by recommending the right games and products while also ensuring that the store environment was clean and presentable.

The Art Institute of Portland Student Game Production Team · Portland, Oregon

**3D Modeler** · Jul. 2017 – Mar. 2018

Produced VR game titled "Project Hardsuit" for the Oculus Rift. Created 3D assets, texture maps, and designed team logo.

Character Model Commission · Portland, Oregon

**Freelance 3D Modeler** · Oct. 2017 – Dec. 2017

Created two 3D Models based on character concepts by Christina Sowins. Models were used for 3D printing ceramic figurines.

### #EDUCATION

The Art Institute of Portland · Portland, Oregon · Jun. 2018

Bachelor of Fine Arts · Game Art and Design

Highline College · Burien, Washington · in progress

Environmental Science