

Shai Melker Panaga

noogie@shai.pink | shai.pink | shaipink.itch.io

Pleasanton, California, USA | References available upon request.

Imaginative and dedicated Game Design & Graphics graduate from Uppsala University seeking a creative role. Four years of experience in creating art commissions for private clients and three years of experience in working with independent game projects.

Experience

Freelance 2D Designer & Illustrator | June 2019 - Current

shaipink - Visby, Sweden & Pleasanton, California

- Create 60+ illustrations and designs based on client needs
- Self-manage time and pacing of projects

Education

Concept Art Apprenticeship | September 2023 - November 2023

Digital Painting Studio - New Orleans, Louisiana

- Design characters, environments, and props in semi-realistic style
- Render realistic materials and forms efficiently
- Study human anatomy, composition, and other fundamentals

Bachelor of Arts in Game Design, Minor in Graphics | September 2023

Uppsala University - Visby, Sweden

- Create, animate, and integrate 2D and 3D art assets within game engines
- Design characters, logos, and special effects for game projects
- Collaborate with other artists, programmers, and game designers

☰ Work Skills

Collaboration, Time management, Creative problem solving, Conflict resolution, Agile development, Technical writing

✓ Software Skills

Adobe Photoshop, Blender, Clip Studio Paint, Unity, Unreal Engine, Jira, Google Workspace, Obsidian, Git, Plastic SCM