

Elyse Mollahan

Multimedia Designer
Game Designer

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Portfolio: elysemollahan.com

Education

Washington State University Vancouver | Dec. 2020

- Bachelor of Arts in Digital Technology and Culture
- Game Studies and Design Certificate

Portland Community College | Dec. 2018

- Associate of Applied Science in Multimedia

Technical Skills

- Game Design | Unity and Unreal Engine
- Coding | C#, HTML, CSS3
- 3D Modeling & Animation | Maya and Blender
- 2D Animation | After Effects, Adobe Animate
- Graphic Design | Photoshop, Illustrator
- Writing & Storyboarding | Adobe XD
- Video Production & Editing | Premiere Pro, After Effects
- Sound Design | Adobe Audition
- Zoom, Slack, Basecamp

Experience

Huli | Jun. 2021

<https://www.huli-the-game.com/>

2D Platformer created for the PIGSquad's Summer Slow Jam.

- Animation Team- animation and storyboarding
- Design Team Liaison- asset creation

Quest for Arete | Nov. 2020

<https://quest-for-arete.com>

Interactive fiction game created within Inform 7 for the AdvXJam Narrative Game Jam.

- Writing team
- Crimson Reward for SURCA

Walk & Knock | Aug. – Dec. 2020

<https://dctc-wsuv.org/projects/fall2020-gig-site>

Rebranding Walk & Knock 2020 is a project that saw the creation of videos, infographics, logos, announcement cards, social media content, and other media to rebrand Clark County's largest and oldest annual food drive and include its new initiative Drive & Drop.

- Logo redesigns, Drive & Drop logo concepts, and header illustrations, asset creation for animation

Portland Retro Gaming Expo | Oct. 2018

Internship | Filming the panels and exhibitions at the Expo.

- Live event camera crew, data management, post production editor