

# Sophia Fulenwider

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I am an student pursuing a career in animated films/television. My studies have given me a strong foundation in digital art and animation. I aim to gain industry experience through internships and collaborative projects.

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## The University of Texas at Austin

Bachelor of Science in Arts and Entertainment Technologies

Spring 2026

Austin, TX

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## Relevant Coursework

Motion and Animation	Storyboarding
Interactive Animation	Narrative Design
2D Animation for Games	Visual Storytelling
Video Game Art Pipeline	Managing Creative Projects
Drawing for Designers	3D Modeling and Texturing

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## Projects

### Managing Creative Projects - *Class-led Board/Digital hybrid game*

- In charge of physical aesthetic aspects of the game
- Concluded multiple tests of media on the desired material for the project
- Cross communicated between different disciplines providing appropriate feedback and information needed by my peers

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## Experience

### Posada Esperanza, Austin, TX — *Student Volunteer*

- Building connections with the community in a local family shelter by organizing a small party and helping to monitor the children.
- Providing on-the-fly help to the team members of Posada Esperanza where needed.

### Haltom Industries, Haltom City, TX — *Office Assistant*

- Managing files and invoices in an orderly fashion
- Systematically reviewing and archiving old files at the end of the calendar year
- Providing and welcoming and positive environment for those entering and exiting the office

### City of Mesquite Zombie Run Mesquite, TX — *Volunteer*

- Building connections with the local community by providing an immersive experience for the participants
- Decorating designated areas and directing acted out scenarios for participants in the event to encounter

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## Skills

Proficient in Adobe Creative Cloud: Animate, Photoshop, After Effects | 2D Animation, digital and physical art

Experience with Blender, Maya, Fusion 360, Substance Painter | 3D modeling and texturing