

# ASYA MANTEY

ASYAMANTEY.COM

MANTEY7@GMAIL.COM  
214 537 6807

## SKILLS

### DIGITAL DRAWING & PAINTING

ADVANCED

Concept art, Character design,  
Storyboards, Illustration

### WRITING & EDITING

INTERMEDIATE

### 3D PIPELINE

FAMILIARITY WITH

Modeling, Texture Mapping, 3D Animation,  
Lighting, Compositing

### SOFTWARE & PLATFORMS

ADVANCED

Photoshop | Wacom Tablet | Sketchbook  
MS Office | MS Powerpoint | MS Excel  
MS Publisher | Asana | Trello | Canvas  
Squarespace | Wix

INTERMEDIATE

Illustrator | Flash | Adobe Premiere  
Adobe After Effects | Mailchimp

FAMILIARITY WITH

Maya | Nuke | Sketch Up  
HTML | CSS

## EDUCATION

### UNIVERSITY OF TEXAS AT DALLAS

BACHELOR OF ARTS & TECHNOLOGY  
RICHARDSON, TEXAS

Graduated Magna Cum Laude May 2016  
Dean's List: Fall 2014, Spring 2015

### UNIVERSITY OF THE ARTS LONDON

CENTRAL SAINT MARTINS  
LONDON, UK

Studied Abroad Spring & Summer Term, 2014  
Fine Art

## PORTFOLIO

ASYAMANTEY.COM

## EXPERIENCE

### PROJECT COORDINATOR / GRAPHIC DESIGNER

MAY 2020 - PRESENT | DIVERSITYWEALTH

Support virtual presentations to ensure smooth delivery; create presentations following curriculum; oversee learning management system. Develop email campaigns, create and manage website.

### PROJECT MANAGER

FEBRUARY 2020 - MAY 2020 | EYECON VIDEO PRODUCTIONS

Organized and distributed tasks for timely completion; supported team members; met with clients to ensure quality deliverables.

### FREELANCE ARTIST

OCTOBER 2015 - PRESENT

Design characters and illustrations to client specifications.

### CONCEPT ARTIST / WRITER

JULY 2017 - JUNE 2018 | SPACE JELLY, LLC

Co-founded Space Jelly; collaborated with a team of artists to develop indie games. Wrote story scripts and designed characters and environments.

### 2D ANIMATOR / ILLUSTRATOR

OCTOBER 2014 - JUNE 2015 | UNIVERSITY OF TEXAS AT DALLAS

Collaborated with university professors to visually interpret abstract scientific concepts into illustrations and 2D animated graphics for department and student use.

## PROJECTS

### CONCEPT ART & ILLUSTRATION

JANUARY 2015 - MAY 2015 | UNIVERSITY OF TEXAS AT DALLAS

*Push and Pull Vertical Slice*, Computer Game

Designed characters, level environments, and illustrations.

### PRE-PRODUCTION & STORY

JUNE 2015 - SEPTEMBER 2015 | REEL FX & UTD

*Snatch*, Animated Short

As director, provided visual and narrative direction for the short: storyboards, color script, and character, set, and prop design. Approved assets, collaborated with artists, and provided additional lighting and compositing.

### CONCEPT ART & STORY

SEPTEMBER 2014 - MAY 2015 | UNIVERSITY OF TEXAS AT DALLAS

*Special Delivery*, Animated Short

Created storyboards, character and environment designs, and motion graphics.

## PUBLICATIONS

Stern, R.J., Lieu, W., Mantey, A., Ward, A., Fechter, T., Farrar, E., McComber, S., and Windler, J., 2017. A New Animation of Subduction Zone Processes Developed for the Undergraduate and Community College Audience. *Geosphere* 13, 628-643.