

AMANDA V BONILLA

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[LinkedIn](#) | [Portfolio](#)

Work Experience

Ferry GodMother Productions

3D Hard Surface Modeling

2021 - Present

- **3D VR Game - Project FGMVR**
- Uses software such as **Autodesk Maya** and **Substance Painter** to create models and textures.
- Maintaining models with polygon count that does not exceed limitations of **Unity** and/or **Unity VR** constraints.
- Models are tested with textures created in **Photoshop** or **Procreate**.

Code Ninjas

Lead Instructor

2020 - 2023

- Worked along the **Gwinnett County** school system to create and teach a yearlong Video Game Development curriculum which included Intro to 3D Modeling using TinkerCAD.
- Worked alongside **Cisco** and created a school yearlong Game Dev curriculum on an international level. Included Intro to 3D Modeling using TinkerCAD.
- Lead the **VR development** talk with **Cisco** at a **Girls Summit** to teach them how VR games are created.
- Managed and taught 3D Modeling camps and sessions.
- Taught students how to use a 3D printer.

Projects

These can be viewed on my [portfolio](#).

3D Animation

Collin College

- Witchy Business

3D animated short that features a cat like character dealing with mishaps in his shop.

3D Models

OhKayCafe Wild West Zine

- Sherrif Station

Created in Autodesk Maya. Textures created in Photoshop.

Festival of The Lost Zine

- Failsafe Model

Created in Autodesk Maya. Textures created in Photoshop.

Ferry GodMother Productions

- Surrey

Created in Autodesk Maya. Textures created in Photoshop

Global Game Jam - Waverista

Created 3D assets in Autodesk Maya.

Barista worker in VR where player must match coffee orders to respective customer with hand signs.

Where to see: <https://v3.globalgamejam.org/2017/games/waverista>

Quietus

Created 3D assets in Autodesk Maya.

Horror Escape Room in VR. Player must escape a prison while the warden plays with mentally plays with them. Has multiple endings, depending on the actions of the player.

Education

Georgia Gwinnett College Lawrenceville, Georgia
Bachelor of Science in Integrative Studies

Expected Graduation in 2026

Collin College Spring Creek, Plano Texas
AAS Animation and Game Art

2017

Skills

Team Work

Organization
Communication
Time Management

Software

Autodesk Maya
Substance Painter
ZBrush
Adobe Photoshop
Procreate
FireAlpaca

Languages

English (Fluent)
Spanish (Expert)