

Ita Cummins

Greater Seattle Area
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Quality Assurance Associate

EDUCATION

Lake Washington Institute Of Technology, Kirkland, WA — *Enrolled in Bachelor's Digital Gaming and Interactive Media*

Fall 2021 - June 2025

- Graduated with a BAS with a focus on character rigging, UV mapping, weight painting, game design and production (full project list below)
- Developed 6 vertical slices and demos; collaborated with cross functional teams
- Presented games in public showcases

Shoreline Community College, Shoreline, WA

September 2019 - June 2021

- Emphasis on Maya, Game design, photoshop, and graphic design

Sno Isle TECH Skills Center, Sno-isle, WA — *(Running Start)*

September 2017 - June 2019

- Designed the main character for a 2d pixel platformer, & additional creatures for a 3d underwater horror game

EXPERIENCE

Freelance Artist

August 2020 - present

Creating and modifying characters & avatars in VR Chat

Pax West, Seattle, WA— *Enforcer*

August 2024-September 2024

Enforcer in the VR department. Trained and educated the public on the VR system

Microsoft Corporation, Redmond, WA— *End User Testing*

August 2018

QA for *Tell Me Why*, Xbox One 2020 game

Talaria Press, Washington/Oregon - *Booth Assistant*

2018-2020

Served as a booth assistant for an independent publishing house, managing merchandise, assisted customers, and supported book sales at events.

PROJECTS

Fast Forward — *Fast-paced movement shooter*

- Various environmental props + End User Testing

SKILLS

Photoshop, Blender, Maya, Unity, Clip Studio, ZBrush, Substance Painter, Perforce, Confluence, Trello, Discord

AWARDS

- President's List (Winter 2025)
- President's List (Spring 2024)
- Dean's List (Winter 2024)
- President's List (Summer 2024)
- President's List (Spring 2023)
- Dean's List (Fall 2022-Winter 2023)
- Leadership Rotary Award (2016)

PORTFOLIO

Available at:

<https://www.itamunmoon.com>

Currently Published to Itch.Io - <https://kingmav.itch.io/fast-forward>

Cypher — *3D Sci-Fi Boomer Shooter*

- Rigged, modeled, and textured the 3d walker enemy
- Rigged player's arms

Currently Published to Itch.Io - <https://kingmav.itch.io/cypher>

Star Child — *2D pixel platformer*

- Sprites and animations for the Slime and Spider enemy
- Aided with design mechanic ideas
- Assisted with concepting ideas for the main character

Currently Published to Itch.Io - <https://kingmav.itch.io/starchild>

Fathomless — *Deep sea horror game (Capstone Team Project)*

- Rigged, modeled, and textured the main Eel
- Rigged supporting creatures
- Worked with animators to improve rig for animations

Currently Published to Itch.Io - <https://kingmav.itch.io/fathomless>