Sabine Deviche

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Summary

Game developer and graphics specialist with over 17 years of professional experience in online browser game/simulation development, web development, digital illustration, and design layout. Detail-oriented, excellent communicator, easy to work with independently or as part of a team, and passionate about creating beautiful, clear, easy to use, high-quality content.

Skills

- Online game/simulation development
- Web development
- Digital illustration (vector and raster)
- Graphic design layout
- 2D animation

Technical Proficiency

- Computer languages: JavaScript, HTML, CSS
- Content management systems: Drupal, Wordpress
- Graphics: Adobe Photoshop, Illustrator, InDesign
- Animation: Toon Boom Harmony, Esoteric Spine

Education

01/2005 - 01/2010 **Arizona State University**
- Herberger School of Design and the Arts | Bachelor of Arts with Honors, Illustration
- School of Life Sciences | Minor, Biology

Courses/Certificates Complete

05/2020 **Udemy Online Course**
JavaScript Algorithms and Data Structures Masterclass by Colte Steele

04/2020 **Udemy Online Course**
JavaScript: The Advanced Concepts by Andrei Neagoie

Work Experience

09/2022 - present **Arizona State University** | *Web App Developer Sr.*
- Produced online educational games for K-12 audiences in close collaboration with researchers, teachers, and topic experts.
- Developed game concepts, game functionality, user interfaces, and game designs based content requirements and specifications.
- Illustrated backgrounds, characters, game items, icons, and other graphic assets.
- Wrote game scripts including the main plot, character narration, and informative educational sections in accordance to the audience's reading level.

01/2017 - 09/2022	**Arizona State University**	*(Contractor) Game Developer, Illustrator*

- Collaborated with researchers and biologists to design and develop 14 online games/simulations for K-12 audiences explaining and demonstrating fundamental concepts of biology.
- Optimized content for accessibility and viewing on handheld (mobile and tablet) devices.
- Converted existing games/simulations from Flash Actionscript to JavaScript/HTML5 content complying with modern W3C standards.
- Created vector and raster illustrations for use in informational videos, online articles, and in the games/simulations.

05/2016 - present	**Fun Science Toons |** *(Contractor) Illustrator*

- Developed the overall graphic style for a series of animations promoting fundamental concepts of science, including designs for 15 main characters.
- Produced over 50 scene illustrations and over 265 digital asset template illustrations with layers optimized for 2D animation, including 3 full 3/4 character rigs.
- Created rough animated storyboards for 5 animations (between 4:15 - 8:30 minutes long), and produced animations for 2 complete episodes (4:30 and 8:30 minutes long).
- Collaborated with project leads and student workers ensuring quality and style consistency.

01/2016 - present	**Assorted Projects |** *(Contractor) Illustrator, Graphic Designer, Web Developer*

- Collaborated with independent clients completing over 220 small scale projects.
- Illustrated and designed a variety of material including infographics, scientific illustrations for books and research publications, article layouts, book covers, coloring pages, worksheets, informational handouts, conference booklets, promotional brochures, event posters, fliers, stickers, cloth patches, game cards, game boards, clothing designs, competition medals, mugs, holiday cards, cartoon avatars, icons, and logos.
- Produced digital assets (backgrounds and layered scenes) optimized for 2D animation.
- Developed Drupal websites. Provided technical support for implementing new features and updating existing modules, added new layouts, and updated content on existing Drupal and Wordpress websites in accordance to client specifications.

06/2010 - 12/2015	**Arizona State University School of Life Sciences Visualization Lab |** *Graphic Specialist*

- Created online games/simulations, illustrations, and graphic design layouts for *Ask A Biologist*, a non-profit site impacting over 110 thousand visitors per day worldwide.
- Produced designs for educational activities for teachers to implement in K-12 classroom environments.
- Collaborated with researchers and professors to create figures for grant applications, publications, and classroom use in accordance to project specifications and guidelines.

02/2006 - 06/2010	**Arizona State University School of Life Sciences Visualization Lab |** *Team Member*

- Assisted in the design, print and distribution of publication materials in accordance to printer and company standards in a fast-paced environment.
- Operated and maintained large format printer, reviewed files prior to print for potential issues to expedite printing process.
- Developed websites and trained clients in basics of updating web content.

Product Development

10/2021 - 07/2022	**Open Mat: A Brazilian Jiu Jitsu Card Game |** *Game Developer, Project Manager*

- Developed and designed a unique, multiplayer, limited-edition Brazilian Jiu Jitsu themed card game, published independently.
- Composed and managed a successful 30-day Kickstarter (crowdfunding) campaign to raise funds for product production, which exceeded it's funding goal by 295%.
- Organized packaging, shipping and distribution of the finished product to customers in 21 US states and 13 different countries.

Publications

2022   **GrappleToons: The Coloring Book |** *Illustrator, Graphic Designer, Publisher*

- Designed, illustrated and independently published a small format coloring book featuring 40 cartoon grappler characters, including 2 sections of bonus content: Extra Items and Design a Grappler Templates.

2020   **Brazilian Jiu Jitsu: The Rules of the Game by Ana Yagües |** *(Contractor) Illustrator*

- Created 40 digital illustrations for a book dedicated to teaching the rules of Brazilian Jiu Jitsu to parents and kids of all ages. This book is translated and available in six different languages (Dutch, German, Greek, Portuguese, Spanish, and Swedish).

2019   **Moms, Dads, and Lily Pads by Karla Moeller |** *(Contractor) Illustrator, Graphic Designer*

- Digitally illustrated and designed 48 page book for children about family equality with examples from the animal world.

2017   **Joryn Looked Up by Karla Moeller |** *(Contractor) Illustrator, Graphic Designer*

- Illustrated and designed 48 page book for children about adapting to and accepting life changes. This book is available as a Kindle version, and available in three different languages (French, Italian, and Spanish).

Volunteer Work

01/2010 - present   **Arizona Dragonflies |** *Web Developer, Graphic Designer*

- Designed and developed *Arizona Dragonflies* (http://azdragonfly.org), an educational non-profit site providing resources for dragonfly identification impacting over 17,600 visitors per year. Providing ongoing technical support.

06/2018 - 10/2018   **Belgium 2018 Grapplethon |** *Illustrator, Graphic Designer*

- Designed and developed promotional material (fliers, posters, banners, stickers, cloth patches, social media graphics, coloring pages) for the *Belgium 2018 Grapplethon*, a two-day event raising money for charities supporting people with autism. The event was attended by over 200 people from 10 countries and raised over $2,600 for donation, exceeding expectations.