Victoria Clark

toriaclark.com | linkedin.com/in/toria-clark/

Multimedia Designer

clarkrvictoria@gmail.com

Technical Skills

Graphic Design	Digital Illustration	Brand Design
Web Design	Game Development	Concept Art
Character / Environment Design	UI Design	Storyboarding

Software Skills

Adobe Photoshop	Adobe Illustrator	Adobe InDesign
Slack / Microsoft Teams	Figma	Confluence / Jira

Recent Projects

SciVite | Experience Team Lead | January - May 2025

A virtual interactive tour experience for WSU Vancouver's Life Sciences Building, commissioned by the university for the purpose of recruitment and promotions.

- Led a team of three game developers and 3D artists, ensuring workflow and deadlines.
- Conceptualized 3D environments to represent the building and majors taught within.
- This third point is for the future. Maybe I'll do something really cool.

URL TO SCIVITE WEBSITE

'Spruce Up!' Home Renovation App | UI Design, Brand Design, Prototyping | Fall 2024

'Spruce Up!' is a Figma based conceptual app for home design and contracting professionals.

- Designed a style guide consisting of conceptualizing branding and creating UI elements.
- Prototyped the mobile app concept with user functionality and interactable features.

toriaclark.com/spruceupapp

Memory: Eden | Game Development, Sound Design, Art | Spring 2024

An interactive visual novel created as a team using open-source software focusing on cyberpunk themes.

- Programmed the game using Ren'Py for online publication to Itch.io.
- Illustrated splash art, coded transitions and special visual effects, and selected music / SFX.

https://shibabop.itch.io/memoryeden

Work History

'Ren'Py for Beginners' Workshop | Washington State University Vancouver CMDC | Fall 2024

- Conceptualized and created a 27-slide presentation on the fundamentals of Ren'Py, an open-source game design program.
- Taught an in-person and online workshop for students and faculty on campus.

Information Technology - WSU Vancouver | Technical Assistant | 2023 - 2024

- Ensured customer service and technical support for students and faculty.
- Troubleshot and resolved a wide variety of hardware, software, and connection issues.

Information Technology - Portland State University | Technical and Lab Assistant | 2022 - 2023

Goodwill Industries | E-commerce Associate, Production Associate, Cashier | 2018 - 2021

- Researched and documented market prices for a wide range of high-value products.

Education

Bachelor of Arts in Digital Technology and Culture, *Washington State University Vancouver*, 2025