

Nav Takebayashi



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Graphic & Motion Design

Skills

- Adobe Creative Suite (Photoshop, Illustrator, InDesign, After Effects, Premiere, Substance Painter)
- Game-ready 3D asset pipeline, including Maya, Zbrush, and Substance Painter
- Atlassian Software
- Google Workspace
- Microsoft Teams, Office
- Visual Studio
- Principles of design & design hierarchy
- Project & people management
- Attention to detail

Education

Digital Media Arts AAS
Bellevue College
2026

Project Management Certificate of Accomplishment
Bellevue College
2024

B.S. Medical Anthropology
University of Washington
2020

A graphic designer excited to develop strong visual assets tailored to client needs in a professional setting. Adaptable worker recognized for effective collaboration, communication, and problem-solving skills, specialized in motion graphics, branding, and web design.

Professional Experience

Freelance Designer

2022 - Present

- Created logos, websites, and brand packages for newly founded non-profits and LLCs.
- Worked with business owners to analyse target audience and create deliverables to meet specific brand goals

Student Game Producer // DigiPen Institute of Technology Student

August 2022 - May 2023

- Managed team of 12 students from multiple disciplines to develop a game and game engine from scratch using C++ on strict deadlines
- Created and programmed custom Object Component System (OCS) based game engine in year-long project
- Wrote technical game development documentation
- Led weekly team meetings, hosted daily standups, and created team schedules using Agile methodology

https://store.steampowered.com/app/2539420/Midnight_Witch_Starlight

<https://games.digipen.edu/games/midnight-witch-starlight>

Student Programmer // DigiPen Institute of Technology Student

August 2021 - May 2023

- Planned, designed, and programmed 3 original PCs games through semester-long projects using C and C++
- Collaborated in teams of 3-5 programmers to communicate game goals, iterate builds, and creatively solve problems while meeting established deadlines
- Worked with cross-disciplinary teams to implement their ideas and assets according to a shared creative vision

Instructional Assistant, Kung Fu Club // University of Washington

January 2017 - August 2021

- Led beginner and advanced student kung fu classes twice a week
- Collaborated with main instructor to ensure class was on track with teaching plan
- Monitored student progress and provided individualized growth based feedback