

Myra Fortin

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Who Am I?

I am a designer in my 20s with a BFA in design from Cornish to improve my creative processing. I have taken summer programs at DigiPen where I learned how to design 2D and 3D games and characters. Making video games and comic books have always been a dream of mine since I grew up playing video games and reading comics.

I am a highly motivated gamer, artist, and writer. I'm experienced in playing video games with intermediate knowledge of the technical aspects of creating them. I love creating worlds and characters both written and visually.

Volunteer & Work Experience

Hamlin Robinson School, Seattle, WA

- TA after school, 2012-2013
- After school comics class teacher 2018-2019
- After school dungeons and dragons teacher 2019-2019

Seattle Academy of Arts and Science, Seattle, WA

- Various community projects, 2009-2013
- Open house in the art department, 2010-2013

Seattle Children's Hospital ICCO, Seattle, WA

- Spot Illustrations for ICCO Website, 2016

Editor for Robert W. Cambell, Renton, WA

- Editing his latest book, 2016-2017

Education

Cornish College of the Arts, Design Degree (2013-2017)

Seattle Academy of Arts and Science (2009-2013)

DigiPen: Project Fun, (2010-2013)

- Traditional Game Design
- 2D/3D Game design
- Character Design

Skills

- Mac and PC operating systems
- HTML & CSS scripting, Unity
- Sketch artist, Character designer
- Writing, scripts and short stories, storytelling
- Photoshop, Adobe Illustrator, Indesign, After Effects, Paint Tool Sai, & Clip Studio Paint
- Variety of traditional media, pen and ink, acrylics, charcoal, and watercolor

Passions

- Writing
- Video Games (Pc/Xbox/Wii/PS2/3DS/PSP/PS4)
- Digital art
- Dungeons and Dragons (DM and Player)
- Animation
- Comic books
- Mythology (Greek/Roman/Egyptian/Nordic)