

# Ruhi Madapoosi

## Visual Development & Illustration

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### Education

**San Jose State University**  
Animation/Illustration BFA  
Digital Media Arts Minor  
*Expected Graduation: May 2026*

### Software Skills

Photoshop, Illustrator, InDesign, Animate, Premiere Pro, After Effects,  
Substance Painter, Blender, Maya, Zbrush, ToonBoom Harmony, Clip  
Studio Paint, Procreate, Asperite, Rive, HTML/CSS/p5js

### Experience

**SJSU Animation/Illustration BFA 2026 Gallery Director** | *2025 - Present*

- ♥ Leading a committee to organize an industry gallery for graduating seniors class and capstone projects
- ♥ Moderating monthly meetings to plan the gallery's theme, production timeline, and execution
- ♥ Contact point between the SJSU Animation/Illustration program and the gallery

**"Chalk Paper Scissors" Visual Novel/Point & Click Game Director** | *2025 - Present*

- ♥ Directing a 2D game for my BFA Capstone project
- ♥ Managing and directing a small team of 7 artists, 3 programmers/musicians, and some volunteers
- ♥ Doing concepting, layout, and production artwork (backgrounds, character sprites, comic illustration)

**Loona Cupsleeve Local Event Manager, Graphic Artist** | *2024 - Present*

- ♥ Organized Public Fan events, providing customer service and managing sales of items
- ♥ Corresponded with different teams across the U.S./Canada, and outside venues
- ♥ Created custom illustrations and merchandise for event

**Lirvana Labs Rive Game Variation Team Freelance Intern** | *Nov 2024 - Mar 2025, May 2025 - Aug 2025*

- ♥ Swapped out preexisting design assets for children's educational minigames
- ♥ Set up user interface and gameplay interactions using Rive

**SJSU Shrunkenheadman (Animation/Illustration) Club Charity Committee Moderator** | *2023 - 2024*

- ♥ Co-lead and coordinated team meetings, alongside managing the budget and shared drive
- ♥ Planned and executed community and charity events, collaborating with associated parties for larger events and meetings
- ♥ Optimized release schedule and themes for increased publicity of events on social media
- ♥ Made graphics, posters, and short form videos for event promotion and artist recruitment

**San Jose State University, Light & Optics Teaching Assistant** | *2022, 2024*

- ♥ Critiqued class work on perspective, composition, and technique
- ♥ Demonstrated potential solutions and offered advice for improvement
- ♥ Collaborated with Professor & TAs to divide tasks and efficiently communicate with students

### Projects

**"Rumination" Animated Film** Background Artist, Social Media Assistant | *2024 - 2025*

**"Stuck-catto" Animated Film** Social Media Coordinator, Background Artist, Compositing | *2024 - 2025*

**"Lukso Ng Dugo" Animated Film** Prop Design, Background Layout, Line and Color Artist | *2024 - 2025*

**"Dancing Dhamaal" Animated Film** Merchandise and Social Media Graphic Artist | *2023 - 2024*

**"My Turn" Animated Film** Background Artist | *2023 - 2024*

**"Blub Blub" 2D Pixel Game** Background Artist | *2024*

**"A Paw Over Dark" Animated Film** Background Artist | *2022 - 2023*

**"Haunting Notes" 2.5D Game** Prop Design, Asset Artist | *2022 - 2023*

**"I Am A Superstar" Point & Click Game** Lead Artist | *2023*

### Additional Activities

**SJSU Shrunkenheadman (Animation/Illustration Club** Member, Committee Officer | *2021 - Present*

**SJSU WIA (Women in Animation) Club** Member | *2021 - Present*

**WIA (Women in Animation) Organization** Member | *2025 - Present*