

## Marzana Chowdhury

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### Education

- **George Mason University, Fairfax, VA** Fall 2018 – Fall 2021  
GPA: 3.88/4  
Major: B.A. in Art and Visual Technology  
Concentration: New Media Minors: Game Design and Business
- **Northern Virginia Community College (NOVA), Sterling, VA** August 2016 - May 2018  
GPA: 3.9/4  
Summa Cum Laude  
Associate of Arts Degree in Fine Arts

### Relevant Experience

- **Bethesda Game Studio** (Contract QA Tester) September 2022 – September 2025
  - Carry out test plans to check games for quality
  - Collaborate with coworkers on cross checking and testing issues
  - Draft detailed reports on issues effecting the players' experience
  - Worked on the game Hi-Fi Rush (2023), Redfall (2023), Starfield (2023), Fallout 76, and Indiana Jones and the Great Circle (2024)
- **GADIG** (Game Analysis Design and Interest Group), February 2019 – December 2021
  - Served as a member of the art team for 2 years
  - Create concept art for characters, props, and environments
  - Concept and develop UI assets
  - Served as secretary for the club, managed social media campaigns and club documents

### Digital Skills

- Comfortable working in:
  - Clip Studio Paint
  - Adobe Photoshop
  - Adobe After Effects
- Familiar with Maya

### Education Experience

#### George Mason University

- 3D Experimental Animation, 2020
- 2D Experimental Animation, 2019
- Illustration 2020-2021
- Advanced Illustration, 2021
- Digital Painting for Games, 2021

### Extracurricular Activities at Mason

- **Illustrators of Mason, 2018 - 2021**

- Participated in Artist Alley in Spring of 2019 and Fall 2019