

# Marzana Chowdhury

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## Education

<ul style="list-style-type: none"><li>• <b>George Mason University, Fairfax, VA</b> GPA: 3.88/4 Major: B.A. in Art and Visual Technology Concentration: New Media Minors: Game Design and Business</li><li>• <b>Northern Virginia Community College (NOVA), Sterling, VA</b> GPA: 3.9/4 Summa Cum Laude Associate of Arts Degree in Fine Arts</li></ul>	Fall 2018 – Fall 2021  August 2016 - May 2018
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## Relevant Experience

<ul style="list-style-type: none"><li>• <b>Bethesda Game Studio</b> (Contract QA Tester)<ul style="list-style-type: none"><li>- Carry out test plans to check games for quality</li><li>- Collaborate with coworkers on cross checking and testing issues</li><li>- Draft detailed reports on issues effecting the players' experience</li><li>- Worked on the game Hi-Fi Rush (2023), Redfall (2023), Starfield (2023), Fallout 76, and Indiana Jones and the Great Circle (2024)</li></ul></li><li>• <b>GADIG</b> (Game Analysis Design and Interest Group),<ul style="list-style-type: none"><li>- Served as a member of the art team for 2 years</li><li>- Create concept art for characters, props, and environments</li><li>- Concept and develop UI assets</li><li>- Served as secretary for the club, managed social media campaigns and club documents</li></ul></li></ul>	September 2022 – September 2025  February 2019 – December 2021
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## 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