

# Alena Kowalewski

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## Portfolio Website

<https://ackowalew6.wixsite.com/my-site-1/portfolio>

## Education

AUGUST 2021 - PRESENT

**University of Maryland, Baltimore County** – *BFA Visual Arts, Concentration in Animation. Ancient Studies Minor*

- Expected Graduation date: May 26, 2025
- GPA 3.97
- Dean's List 2021 - 2025
- President's List - 2021-2025
- Hilltop Award Scholarship
- Valedictorian Nominee

## Employment

SEPTEMBER 2024 - PRESENT

**University of Maryland, Baltimore County** – *Bookstore Student Employee*

- Organized and maintained the merchandise on the floor
- Restocked and catalogued merchandise
- Managed the register and help desk

SEPTEMBER 2024 - DECEMBER 2024

**University of Maryland, Baltimore County** – *Student Athlete Tutor*

- Assisted students with difficult course work
- Reviewed and went over practice test questions
- Prepared lesson plans and practice exams
- Answered their questions and explained the subject matter

JANUARY- JUNE 2023

**Walt Disney World Company, FL** – *Walt Disney World Cast Member*

- Answered guests' questions and concerns
- Organized and kept working areas clean
- Restocked merchandise
- Closed down merchandise and rental areas in Epcot

AUGUST 2021 - DECEMBER 2022

### **University of Maryland, Baltimore County** – *Art Print Student Employee*

- Assisted students purchase required supplies
- Managed the front desk
- Cleaned and maintained the Dark Room.

## **Non-Work Experience**

JANUARY - MAY 2024

### **Game Design Class** – *Producer and Animator*

- Managed team and made sure we were on track for completing the game
- Communicated with team members about deadlines and timelines
- Made schedules and prioritizing lists about what we wanted in the game and when
- Modeled assets and animated different characters
- Wrote dialogue and implemented story aspects into the game

JANUARY - JUNE 2020

### **Video Production Class**

- Directed, wrote and edited many short films
- Worked in small teams to create different projects
- Learned about the different aspects of working in film and TV
- Managed work with strict deadlines

## **Experience**

- Animation softwares like Maya and Asperite
- Adobe Applications: Photoshop, Animate, After Effects and Premiere Pro
- Producing/Managing a team during Game Design class in college
- Unity and GitHub

## **Exhibitions**

- UMBC Humanize Gallery 2025
- Senior Showcase 2025