

# Alejandro Silva

A young and fast learner capable of single-handedly and collaboratively completing tasks in the most optimal way possible. Recently obtained my second degree and looking for experience in the workforce to acquire a career that I am passionate about.

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## EXPERIENCE

### **Best Western Plus Dragon Gate Inn, Los Angeles, CA — Front Desk Receptionist**

JUNE 2023 - PRESENT

Responsible for daily operations of the hotel, such as checking guests in and out, handling cash and card transactions, and ensuring that all guests are fully satisfied during their stay with us. Additionally, kept the front desk and back office organized and presentable.

### **Wingstop, Santa Cruz, CA — Team Member**

SEP 2021 - MAY 2022

Acquired the necessary skills to maintain a safe and exceptional work ethic in a fast-paced kitchen environment. Fried and prepared various menu items as well as packaged orders to give to customers or have ready for pickup.

### **Santa Cruz Seaside Co., CA — Attractions Staff**

JAN 2020 - MAY 2020

FEB 2019 - JUNE 2019

Created unique and intimate experiences with a diverse number of groups of people. Enforced the rules and regulations of each attraction booth, while remaining positive and sociable. Professionally handled and exchanged money during transactions with customers.

## EDUCATION

### **Los Angeles Trade Technical College — A.A.**

AUG 2022 - JUNE 2024

Received an Associate of Arts in Visual Communications with a 3.75 GPA.

### **University of California, Santa Cruz — B.A.**

AUG 2018 - JUNE 2022

Received a Bachelor of Arts in Art & Design: Games & Playable Media (AGPM) with a 3.4 GPA.

### **Venice High School, Los Angeles — High School Diploma**

AUG 2014 - JUNE 2018

Received a golden tassel due to a 3.86 GPA, with an alumni scholarship of \$2,000.

## SKILLS

- Adobe Suite
- Autodesk Maya
- Aseprite
- Superb work ethic
- Responsible
- Exceptional Time Management
- Reliable
- Work & Communicate well with others
- Quick Learner
- Bilingual
  - English
  - Spanish

## PROJECTS

### **Depths — Video Game for PC/MAC**

Top-down 2D dungeon shooter pixel game created using Unity as the game engine and Aseprite for the art and animation. As one of the main artists, the primary objective was to create art and animations for the main character, weapons, and items. To check out more about the game and its development or to download the game, visit:

[sites.google.com/ucsc.edu/depthsgame170/home](https://sites.google.com/ucsc.edu/depthsgame170/home)