ASHLEY SALDAÑA

Contact: | gizellesaldana109@gmail.com | Linkedin

PROFESSIONAL EXPERIENCE

Exhibit Associate, Harlem Gallery of Science

Apr 2025 - present

- Transporting and setting up equipment before opening time and taking everything down by the end of the event
- Tasked with greeting visitors, encouraging engagement with the exhibit, resetting electronics, and providing info on after school programs and college pathways

Art Producer Fellow, EGD Collective

Oct 2024 - May 2025

- Managed a team of 25-30 fellowship artists on a year long video game project, overseeing weekly tasks and deliverables for key visual assets including concept art, animation, 3D models and UI art
- Communicated project goals and updates across other departments in the program through consistent in-person and virtual meetings

Lead App Developer, Selective Corporate Internship Program

Jul 2024 - Aug 2024

- Worked with a team of 3-4 members to develop the front-end of an informative app using FlutterFlow
- Made key project decisions and managed team workflows to enhance collaboration and efficiency

Youth Program Assistant, CommonPoint Queens

Jul 2023 - Aug 2023

- Provided assistance to children and teens (ages 5-14) by answering inquiries, offering guidance, and encouraging participation in actives offered at the youth hub
- Helped staff and teachers with managing groups of children, setting up rooms for events or lessons, and serving as a Spanish interpreter for youth when needed

TECHNICAL SKILLS

PROFESSIONAL SKILLS

- Adobe Create Cloud
- Blender & Cinema 4D
- Unity (2D / 3D)
- Python & C++ Coding

- Strong communication and time management skills
- Team oriented and able to handle multiple tasks simultaneously

EDUCATION

Bachelor in Game Technical Art

Aug 2022 - Jun 2027

CUNY New York City College of Technology

ADITIONAL INFORMATION

Languages: English, Spanish

Awards/Activities: NYU Audience Choice Award for Global Game Jam (2025), Certificate of Completion for The Animation Program (2025); Certificate for Outstanding Leadership at SCIP (2024)