

Alena Kowalewski

339 Chiseled Stone RD
SYKESVILLE, MD 21784
(443) 543-6411
ackowalew@gmail.com

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