

Emma F. Haramaki

San Jose, CA

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[LinkedIn](#)

[Portfolio](#)

EDUCATION

San José State University

2021- 2026

- BFA in Animation/Illustration, with a concentration in 3D Animation
- Graduated in Spring of 2026

Dean's List (2023, 2024, 2025, 2026)

Animation Mentor

2026- present

PROJECT EXPERIENCE

“Nightland”

3D Animator (Video game demo)

March 2025 - Present

- In-game character and creature cycle animations
- Cinematic character animations
- Storyboarded cutscenes
- Tested rigs and reported any issues to leads
- Participated and actively involved in critiques

“Lukso ng Dugo”

Production Assistant (Volunteer Management)

October 2024 - February 2025

- Reaching out and onboarding new volunteers
- Managing the volunteers, and contact list in Google Sheets
- Assigning tasks to volunteers and checking up on those tasks through Syncsketch, Google Sheets, and Discord
- Tracking volunteer's tasks, and volunteer availability for tasks

3D Modeling Class Project

Production Assistant

Spring 2024

- Managed and assigned tasks, timelines, and pipeline process
- Created and managed tasks and asset spreadsheets

WORK EXPERIENCE

San José State University, Department of Music
Student Assistant (Program Editor Lead)

September 2022 - 2026

- Reach out to Faculty and Students for program information
- Assigning tasks to other program editors
- Managing concerts and student recitals needing programs on Google Sheets
- Creating and designing programs
- Printing and/or outsourcing printing programs

SKILLS

- Organization
- Time Management
- Team Work
- Communication

TECHNICAL SKILLS

- Autodesk Maya
- Toon Boom Harmony
- Adobe Photoshop
- Adobe InDesign
- SyncSketch
- Adobe Premier Pro
- Google Sheets

EXTRACURRICULARS

SJSU Animation/Illustration Club (SHM)
2021-2026

- Attended meetings to socialize with classmates and faculty
- Participated in speaker events and seminars to learn and take notes about the industry and animation

INTERESTS

- Video games,
- Horseback riding
- Doll customization