

Bria Peters

Instructional Designer | Artist

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EXPERIENCE

TEXAS A&M UNIVERSITY

Instructional Design Specialist

College Station, TX
November 2024 - Present

- Helped the instructional design team at the Bush School of Government & Public Service with the creation, development, design, and maintenance of the online graduate courses
- Utilized the learning management system, Canvas, to assist with the design and upkeep of the online course content
- Completed Course Quality Reviews in order to successfully maintain courses
- Constructed and modified alternative text, heading formats, reading order, and other digital accessibility characteristics to ensure that course materials adhered to Web Content Accessibility Guidelines (WCAG) standards
- Created visually appealing and accessible videos in Camtasia and Zoom
- Contributed to training sessions for faculty and staff in order to educate them about digital accessibility

Graduate Teaching Assistant

August 2022 - May 2024

- Graduate teaching assistant (TA) for the Art History Survey I and II courses within the School of Performance, Visualization & Fine Arts
- Worked directly with faculty to help hundreds of students understand important themes and concepts relating to art and architecture from ancient times to the present
- Gained experience with Canvas by assisting in the design of online course materials
- Utilized Zoom for office hours and study sessions in order to help struggling students
- Graded assignments and exams in a timely manner while giving students detailed feedback on their work
- Replied to student emails and provided them with the necessary tools and resources to succeed

3D Artist, Project Manager | Summer Industry Course - Gaming | Mentorship

May 2023 - August 2023

- Held by Texas A&M University in collaboration with Bluepoint Games (a PlayStation studio), accepted students created a video game using Unreal Engine in ten weeks
- Produced fantasy assets utilizing Maya for 3D modeling and UV mapping/unwrapping, Substance Painter for texturing, all while implementing feedback from industry mentors and professors
- Managed a team of five individuals to create our game, *Luminary*, by making asset lists, PowerPoint presentations, and hosting group meetings
- Contributed to white boxing the environment in Unreal, arranged final assets in the scene, and applied collisions to models to ensure smooth gameplay

EDUCATION

Texas A&M University | School of Performance, Visualization & Fine Arts
Master of Science in Visualization

College Station, TX
2022 - 2024

The University of Texas at Austin | College of Fine Arts
Bachelor of Arts in Studio Art, Minor in Art History

Austin, TX
2017 - 2021

CERTIFICATIONS

Digital Accessibility Certificate: Instructional Designer Track | Texas Digital Learning Association (TxDLA)

May 2025

SKILLS & INVOLVEMENT

Software: Instructure Canvas | Adobe: Acrobat Pro, Premiere Pro, Substance 3D Painter, Substance 3D Designer | Camtasia | Zoom | Microsoft Office: Word, Excel, PowerPoint, Outlook | Autodesk Maya | Unreal Engine | Wix

Presentations: "Look Before You 'Leap to the Future'." TxDLA Conference. Denton, TX. Role: Co-speaker. 2025.

Affiliations: Events Director, Visualization Graduate Students Association (2022 - 2024) | Student Volunteer, SIGGRAPH 2024 | Game jam participant, Chillennium 2024 | Player, Texas Club Tennis