

Jenna Eden Leder

OBJECTIVE:

To find a full time position as a 2D/3D artist or game designer

EDUCATION

Savannah College of Art & Design **2004 – 2007**
B.F.A. in Interactive Design and Game Development

Bergen Community College **2003 – 2004**

SOFTWARE QUALIFICATIONS

3D Studio Max	Photoshop	Flash
Illustrator	AfterEffects	Dreamweaver
Premiere	Zbrush	Corona SDK

PLATFORM EXPERIENCE

Nintendo DS	PC	Flash/Web
Android	iOS	

DESIGN COURSE STUDIES

Figure Drawing	3D Modeling	Environment Design
Level Design	Animation	Concept Art

EMPLOYMENT/ APPLICABLE EXPERIENCE

Deadmans Productions

Creative Director, iOS and ANDROID **Feb 2011 - Present**

- Served as lead game designer and art director across one application and four games for iOS and ANDROID devices
- Lead a seven-person team of artists, designers, and programmers by providing creative direction, serving as liaison for all departments, assisting in Q/A and handling direction and production tasks
- Assisted junior artists in asset creation by developing logos, icons, UI, and background images for one application and four games
- Worked closely with company CEO in developing a top-notch mobile games start-up, including identifying and hiring talent, parsing game concepts for development, and more

Apps and Games:

Night of the Living Chicken Aug 11 –October 2011
 Lead & Senior Design, Art Direction, UI & Background Artist

Drizzle Drop Aug 11 – Sept 2011
 Lead Design, Art Direction

The Patriots – US Edition June 11 – Aug 2011
 Lead & Senior Design, Art Direction, UI & Background Artist

The Patriots – UK Edition June 11 – Aug 2011
 Lead & Senior Design, Art Direction, UI & Background Artist

Undecided May 11 – June 2011
 Lead & Senior Design, Art Direction, UI & Asset Artist

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1st Playable Productions

Contract Production Assistant, *Pinkalicious Party Time*, **Nintendo DS** **Nov 10 – Feb 2011**

- Responsible for a wide range of miscellaneous production and design tasks, including writing game documentation and dialogue, designing and writing the game manual, and designing and writing copy for in-game tutorials.
- Chose, created, and implemented sound effects for use in UI and minigames
- Contributed 2D art assets and backgrounds to several minigames
- Helped define a cohesive game look through careful placement of assets and characters in game environments
- Tested for, found, and fixed enough bugs during QA to be named to an exterminator hall of fame

Team Placebo/Play Eternal

August 2010

Contract UI Artist, *Tetrivino*, **PC**

- Worked closely with the art director and producer to create a cohesive look for the game while working within parameters already set by developed game assets
- Designed and executed all game screens, menu layouts, and non-gameplay assets for the companies first demo, *Tetrivino*. This included buttons, logos, characters, and all other images associated with the title and menu screens.

Slingo, Inc

April 09 – May 2010

Dec 09 – May 2010

Game Artist

- Created 100+ 2D and 3D character and item assets for unpublished Facebook titles, including development and maintenance of one title's entire avatar system.
- Helped define a cohesive art styling for an unpublished Facebook title
- Continued to assist with Q/A, bug & play testing

April 09 – Dec 09

Junior Game Designer

- Complete initial design of an unpublished Facebook title
- Developed multiple game concepts, and responsible for writing up and maintaining multiple design, development, and technical documents
- Lead a small development team on various unpublished titles
- Q/A, bug & play testing

Corbomite Games

Sept 08 – May 09

Freelance Character Artist, *Pizza Morgana Episode 1*, **PC**

- Modeled multiple humanoid characters on a tight polygon budget
- Unwrapped and created texture maps for multiple characters
- Responsible for all areas of the 2D & 3D animation pipeline: Walk-cycles, scene by scene animation, facial animation, Cell-animated talk-cycles.

Wadjet Eye Games

Sept 08 – April 09

Freelance Scene & Asset Artist, *Blackwell Convergence*, **PC**

- Created icons for item interface for the 2D PC adventure game *Blackwell Convergence*
- Used various 2D programs and techniques to create in-game close-up scenes and stills

Cafe.com

Jan 08 – Feb 09

Freelance Graphic & Content Design, Production & Design Intern

- General graphical work including creating logos & advertisements for games & web storefronts. Also responsible for general webpage design and coding
- Created & maintain twice-weekly graphical mass-email newsletters
- Maintained a daily blog & newsfeed for the Cafe.com game portal
- Built flash advertisements & trailers for games
- Assisted with game testing, Q&A
- Advertising & marketing, community organizer

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ORGANIZATIONS/AWARDS/SCHOLARSHIPS

2nd Place - Global Game Jam 2009 (Columbia University, NY)
Conference Associate, Game Developers Conference 2008-2011
Member, International Game Developers Association
SCAD Joint Portfolio & Academic Honors Scholarship
SCAD game development club, "Next Gen" Vice President (2006-2007)
SCAD game development club, "Next Gen" President (2007)
SCAD Inter Club Council Speaker
SCAD gaming club, "Gamers Guild" ICC representative
SCAD United Student Forum ICC representative
BCC college newspaper "The Torch" staff artist
BCC debate team
National Art Honors Society

REFERENCES

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