

Jenna 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		

DESIGN COURSE STUDIES

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

EMPLOYMENT/ APPLICABLE EXPERIENCE

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- Created 100+ 2D and 3D character and item assets for unpublished Facebook titles, including development and maintenance of one title's entire avatar system.
- Helped define a cohesive art styling for an unpublished Facebook title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- Complete initial design of an unpublished Facebook title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- Lead a small development team on various unpublished titles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*

- 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*

- 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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EXPERIENCE, CONT'D (UNDERGRAD)

Haven (Unreal 2004 Mod) **March 07 – June 07**

Character Artist/Object Modeler/Animator

- Designed and created concept art for multiple characters
- Modeled multiple characters, as well as objects for in-game scenery
- Rigged and animated a fully articulated character

NPC – Board Game – Student Project **Oct 05 – Nov 05**

Concept art/ Character Designs

- Created over 20 hand drawn characters
- Created over 80 hand drawn illustrations

Scholastic Publishing **Summer 2004**

Animation intern, "The Misadventures of Maya and Miguel"

- Go-to person for production tasks
- Edited & copied artists' storyboards

ORGANIZATIONS/AWARDS/SCHOLARSHIPS

2nd Place - Global Game Jam 2009 (Columbia University, NY)
Conference Associate, Game Developers Conference 2008-2010
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

Eric Lamendola
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