

Jenna Kemker

Salt Lake City, UT

<http://www.jennakemker.com>

WORK HISTORY

January 2012 – Current – Head Illustrator/Lead Marketing Artist Smart Bomb Interactive Salt Lake City, UT

- Fleshed out playable and alpha characters through character sketches and studies
- Infused the characters with personality for marketing campaigns and in game illustrations
- Critiqued and guided new additions to the marketing art collection
- Designed in-game and marketing artwork for the studio's iOS game releases
- Continued critiques and mockups for new UI artists as new features were developed

July 2009 – January 2012 – Lead UI Artist Smart Bomb Interactive Salt Lake City, UT

- Created the style of the entire game's user interface from the game's inception.
- Mocked up multiple iterations of features to perfect their look and flow.
- Worked with the programming team to implement and maintain the majority of the game's UI.
- Thoughtfully developed the game's iconography for a young, non-reading audience.
- Lead interdisciplinary team meetings and presented user interface materials to management weekly.
- Concepted characters, weapons, and environments for the studio's other projects and pitches.

August 2005 – May 2009 – Art Director/Lead Artist Sensory Sweep Studios West Valley City, UT

- Guided and directed a team of artists, often two teams at a time, in art creation and development.
- Developed and established art styles and color palettes for both original and licensed games.
- Created concept artwork, UI, models, textures, particles, and other assets alongside leadership duties.
- Supervised the conception of original IPs as a member of the Game Design Committee.
- Cultivated relationships between big publishers, such as Ubisoft and Midway, and the studio.
- Defined art pipeline, workflow, and documentation.

Oct 2003 – August 2005 – Artist Sensory Sweep Studios West Valley City, UT

- Concepted game characters, weapons and environments including full turnarounds.
- Modeled and painted textures for levels, characters, and props.
- Designed and created UI artwork, HUD elements and splash screens for most of the company's games.
- Pushed Pixels to create tile sets, props, and 2D characters complete with animation.

Sept 2006 – Freelance Modeler Wahoo Studios Orem, UT

- Translated concept artwork into models and textures.
- Collaborated with the other modelers to create textures for their creatures.

SKILLS

Ability to mimic artistic styles
Traditional design skills
Low poly modeling

Digital painting
Texture painting
UV mapping

SOFTWARE

Adobe Photoshop
Adobe Flash
Autodesk Maya

Adobe Illustrator
Corel Painter

EDUCATION

August 2002 - May 2005 – Salt Lake Community College Taylorsville, UT

AAS in Animation

AAS in Multimedia

AS in General Studies

PROFESSIONAL EXPERIENCE

Games as Artist

- 2013 **Sky High** (iOS)
Artist
- 2013 **Tunnel Town** (iOS)
Artist
- 2011 **Sky Legends** (PC) [Canceled]
Concept Artist
- 2010 **Animal Jam** (PC)
Lead UI Artist
- 2009 **Eagle Summoner** (Wii) [In Development]
Concept Artist, Character Modeler
- 2009 **Eagle Summoner** (DS) [In Development]
Concept Artist, Cutscene Painter
- 2009 **TNA Impact!** (DS)
UI Artist
- 2008 **Tale of Desperaux** (Wii, XBOX 360, PS2, PC)
Concept Artist, Level Texture Artist
- 2007 **Snocross 2: Featuring Blair Morgan** (PS2, PC)
Texture Artist
- 2006 **Dirty Harry** (Wii, PS2, PSP, PC) [Canceled]
Character Concept Artist, Prop Modeler
- 2006 **Justice League Heroes** (DS)
Character Modeler
- 2005 **Intellivision** (DS) [Canceled]
UI Artist
- 2005 **Need for Speed: Most Wanted** (DS)
Textures, Car Modeler, Particle Effects
- 2005 **Crash Tag Team Racing** (DS) [Canceled]
UI Artist, Prop Modeler
- 2005 **World Championship Poker** (DS)
UI Artist, Texture Artist
- 2004 **Tiger Woods PGA Tour** (DS)
Course Map Artist
- 2004 **Yu Yu Hakusho Tournament Tactics** (GBA)
Background Painter, Character Painter, World and Character Animator
- 2004 **Invasion Earth** (Arcade)
Concept Artist

Games as Art Lead/Director

- 2008 **My Spanish Coach** (DS)
Art Lead/Director, UI Artist
- 2008 **My French Coach** (DS)
Art Lead/Director, UI Artist
- 2007 **Foster's Home for Imaginary Friends: Imagination Invaders** (DS)
Art Lead/Director
- 2007 **Glucoboy** (GBA)
Art Lead/Director, Background Painter
- 2006 **Tom and Jerry Tales** (DS)
Art Lead/Director, UI Artist, Character Modeler
- 2006 **Tom and Jerry Tales** (GBA)
Art Lead/Director, UI Artist, Background and Cutscene Painter
- 2006 **HiHi Puffy AmiYumi: The Genie and the Amp** (DS)
Art Lead/Director, UI Artist, Cutscene Painter, Character Modeler, Particle Effects