

Jennifer Ayers

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www.ayersdesign.com

(512) 554-6796

- BA in Fine Arts, University of Texas at Austin
- Photoshop, Illustrator, Max, Flash, proprietary GUI design, Alienbrain, SVN
- UI Art, UI Design, Graphic Design, 3D Art Generalist

Artist KingsIsle Entertainment

7/21/08-8/11/09

- 3D environment art for Wizard 101, 2D GUI design work for an unpublished project
- Collaborated with designers and programmers to design GUI elements
- Wireframes, portfolio management system, fashion design interface
- Designed interfaces for mini-games, built/textured environment props, created graphics marketing
- Bug fixing using Test Track Pro, and data management using Alienbrain and SVN.

Lead Artist and Flash Content Developer Catalis, INC

6/2005-1/2008

- Collaborated with management to determine appropriate design layouts
- Determined specifications to client's needs, set graphic standards for team, graphic content creation, maintenance of graphic content library, medical illustrations
- Collaborated with programmer to develop tools to increase workflow efficiency,
- Coordinated with data content team to assure accuracy and usability
- Tested content, bugfixing, data management
- Designed graphic components for UI team, created graphics for marketing team

Creative Development Manager/ Owner Ayers Design, LLC

1997-present

- Collaborate with clients to determine needs, through concept creation, content execution, delivery
- Direct photo shoots, manage resulting images, organize printers, review outside work for compliance with graphic identity standards and quality of design
- Advertisements, invitations, brochures, flyers, business cards, game art, fine art, commissioned work
- Event production, from concept through execution, hiring, budgeting, managing talent, managing design of multimedia projects, producing marketing materials (radio, television, web, and print), organizing and managing promotions team

3D Artist, Animator Origin Systems

1994 – 1997

Wing Commander III, Wing Commander IV, Jane's Combat Simulations: AH-64D Longbow

- Collaborated with team lead to establish look and feel consistent with the property
- 3D modeling of components, texturing and animating