

# Jennifer Larsen-Kelly

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## HIGHLIGHTS

- 5 years of game production experience
- 7 published game titles
- Strong in both animation and illustration
- Strong communication and listening skills

## TRADITIONAL AND SOFTWARE SKILLS

Character Animation  
Illustration

Figure Drawing & Painting  
Storyboarding/Comics

Autodesk Maya  
Autodesk Motionbuilder  
Microsoft Word, Excel

Autodesk 3D Studio Max  
Adobe Premiere  
Adobe Dreamweaver

Adobe Photoshop  
Adobe Illustrator  
Perforce/File Management Software

## EDUCATION

9/1997-6/2002 **Academy of Art College, San Francisco, CA**  
B.F.A, Illustration & 2d Animation

## EMPLOYMENT HISTORY

9/2009 – present **Freelance Illustrator**

*Comic Artist, Eplace Inc.*

Work includes writing and illustrating 4-panel cartoon style comics for the purpose of HR training.

4/2004 – 7/2009 **Page 44 Studios, San Francisco, CA**

*Animator*

Published Titles:

**Hannah Montana: Rock Out The Show – Buena Vista Games, Disney** – PSP platform - Created character animations for Hannah and backup dancers utilizing mocap data and created all ingame, cinematic cameras.

**HSM3 Dance! – Buena Vista Games, Disney** – Wii, Xbox, PC platforms – Created, animated and designed ingame cinematic cameras for cut-scene style shots shown during gameplay.

**Tony Hawk Proving Ground, Activision** – Wii and PS2 platform – creating and modifying keyframe/mocap character animations – porting XBOX 360 existing animations to the Wii and PS2 platforms.

**Tony Hawk Project 8, Activision** – PSP platform – ported environment/level assets from ps2 to psp, focusing on texture/material conversions

**The Godfather, EA** – PSP platform – ported environment and character assets to the psp console – specifically: environment geometry reduction and vertex lighting; also adjusted skinning on character clothing.

**Gretzky NHL 2006, SCEA** - PS2 and PSP platforms – responsible for cut-scene character animation utilizing mocap data, design their movements, stage and place characters into a scene.

**Gretzky NHL 2005, SCEA** - PS2 and PSP platforms –manipulated mo-cap data to produce in-game crowd and front end create a player animations.

10/2003-4/2004 **Page 44 Studios, San Francisco, CA**

*Office Manager*

Served as the HR Manager, Office Manager and Benefits Administrator

7/2003-10/2003 **Arzoon, Inc., San Mateo, CA**

*HR Administrator/Administrative Assistant*

Served as the Benefits Administrator, conducted employee orientations, legal filing, coordinated meetings, travel and conference calls

9/2001-7/2003 **City Hall, San Carlos, CA**

*Office Assistant*

Provided office support for the City Clerk's office and Planning department which included administering passport applications, transcribing meeting minutes for city council and committees

5/1997-10/1997 **Dyned International, Foster City, CA**

*Production Artist*

Worked with a team of artists to create illustrations and animations for a children's PC game Published Title: Let's Go.

