

objective

My objective is to craft intuitive user experiences in order to enhance player enjoyment at an ambitious, growing video game studio.

technical skills

Autodesk Maya Photoshop Unity
Animation UI/UX

experience

- 2014 **NiSUS Technologies** | generalist
2016 ***Unannounced Project*** | iOS
 UI/UX design
- 2014 **Benxing Entertainment** | generalist
2009 **Gas Runner** | web browsers
 Sprite animations
 Designed stage tilesets and backgrounds
- Color Words** | iOS
 UI design
- Hard-a-Port** | iOS
 UI design
 Ambient environmental animations
 Minor game design
- Bamboo Bunch** | web browsers
 Illustrated concept art for environments, character designs
 Hand keyed character animations
- Social Titans** | contract Flash animator
- 2012 **Terra Monsters** | web browsers
 Keyed biped and quadruped walk cycles

education

- 2013 **Animation Mentor**
2011 Completed their character animation program to develop my classical animation skills and gained greater insight into character acting
- 2008 **University of Maryland, Baltimore County**
2004 Animation major, Art History minor

miscellaneous

- 2016 A founding member of **BiG (Baltimore Indie Game Developers Group)**, coordinated game jams for 10-20 people.
- 2015 **Ludum Dare**
 Bad Kitty | web browsers, PC
 UI design, game design, background art
- 2013 **MolyJam**
 Corgi Simulator 2013 | web browsers, sim
 UI design, minor game design



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