# Tessa Snow
## Game Designer
Salt Lake City, Utah

Salt Lake Community College
Aug 2014 - May 2016
Associate of Arts and Sciences - AAS, Animation, Interactive Technology, Video Graphics & Special FX

Phone: (435) 668-3460
Email: 12snowtes@gmail.com
LinkedIn: https://www.linkedin.com/in/tessajanesnow
ArtStation: https://www.artstation.com/tessasnowart

## Skills

### Design Skills:
- Brainstorms | Mock-ups
- Documentation | Presenting
- Mini Game Design
- Feature Design
- Level Design
- Quest Design
- Emergent Game-play
- Design Implementation
- QA (Play-testing)

### Artist Skills:
- NFTs
- Character Design
- Content Design
- Clothing Concept Art
- Furniture Concept Art
- Environment Concept Art
- UI Icon Design

### Program Proficiencies:
- Jira | Miro | Trello
- Adobe Photoshop | Illustrator | Acrobat
- Plastic SCM | Tortoise SVN
- Unity Engine
- Autodesk Maya
- Microsoft Office

### Foundational Knowledge:
- Blender
- ZBrush
- Unreal Engine
- Substance 3D Painter
- Visual Studio Code
- C#

### Personal Skills:
- Communication
- Organization
- Teamwork | Training
- Efficiency
- Time Management
- Customer Service

## Experience

### Cinder Studios Jan 2022 - Jan 2023 (1 year)
Game Designer on Cinder (Web3 Game | PC)

Designed and generated NFT assets. Designed and implemented game mechanics and social game-play elements within Unity, as well as environment layouts for Holiday Events. Rendered images for Marketing.

#### Cinder NFT Contributions
- Designed and documented NFT Attributes.
- Created Concept Art of NFT Attributes (Moods | Eyes | Facial Features | Tattoos | Themes | Accessories).
- Exported JSON files and set rarity for NFT Attributes in generator implementation.
- Created UI Icons of NFT Attributes used in our in-game Avatar NFT Generator.

#### Cinder Design Contributions
- Implemented Design for Holiday Events by creating prefabs and placing them throughout the environment.
- Designed and implemented social emergent game-play for Moderators to run events for Player Community.
- Blocked out platforming within the environment and mapped out game mechanic pathing for Level Design.

#### Cinder Marketing Contributions
- Posed 3D Avatar models and rendered images for the Marketing team to use on social platforms.

### WildWorks Jan 2018 - Jan 2022 (4 years)
Game Designer on Feral (Mobile | PC) and Animal Jam (Mobile | PC)

Designed game features and guided a team of programmers and artists through the designs. Contributed concept art and 3D modeling on the art team. Designed content lists and mood boards for Outsourcing teams.

#### Feral Feature Design Contributions
- Designed Feral's Season Pass (monetization feature), in which players complete challenges to unlock rewards.
- Designed Dizzywing Dispatch feature, a match 3 mini-game with challenges and reward tiers within Feral.
- Designed Sanctuary feature that allowed players to upgrade and decorate their own social space.
- Designed a Multiplayer Trading feature that allowed players to trade inventory items with each other.
- Collaborated on the Harvesting feature that allowed players to collect ingredients from the environments.

#### Feral Level Design and Quest Design Contributions
- Created level design of social environments such as, city exteriors and shop interiors within Feral.
- Created NPCs (non-player characters) in an editor using modular character design.
- Designed low to medium scope single player story quests using fetch and deliver mechanics.
- Designed gliding mechanics (player controls | in-game collectibles) and implemented level design.

#### Feral Content Design Contributions
- Designed and created concept art of content within Feral such as clothing and furniture.
- Tracked availability of in-game content (dyes, clothing and furniture) within Feral.
- Collaborated on monthly content lists (clothing | furniture) with mood boards for outsourcing teams.

#### Animal Jam Contributions
- Designed Wild Weekend Events and created concept art of accessory content for events.
- Collaborated on monthly content lists (clothing | furniture) with mood boards for outsourcing teams.
- Created UI Icons to represent content in-game such as Avatars, Pets, Accessory Sets and Dens.