

Jenna Fearon

Palm Springs, CA - jenna@howintheworld.com

EXPERIENCE:

2000 - Present : **How in the World? / Ripened Peach Entertainment**, Palm Springs, California

PROGRAMMER / AUDIO DESIGNER / ARTIST (CO-FOUNDER)

- Engine framework design and development, art pipeline development, tool creation.
 - Sound and music design, audio effects chain development, recording engineer.
 - Shader and material development, UI/UX design and development.
 - Asset, tool, and new techniques research and recommendation.
 - Environment and character design, modeling, texturing, lighting, rigging, and animating.
 - Task automation, source control.
 - Software installer design and deployment, documentation writer, brand marketing.
 - Web site front and back-end development, database administrator.
 - Outsource management.
 - Client and project ambassador.
 - End-user technical support.
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- **City of Sin 3D** (Digitech Media) (2017), PC
 - **Future Love Space Machine** (2015), PC
 - **Inked Ravens** (2014), PC
 - **Sex Sim** (2009-2014), PC
 - **Strip Kittens v2** (2008), PC
 - **3D Sex Life** (2007), PC
 - **Cherry Dolls** (2006), PC
 - **Misc. Game and web development contracting** (2004-2006), PC / Internet
 - **Christ, the Light** (2004), PC
 - **Strip Kittens Screensaver** (2003), PC
 - **Strip Club Massacre** (2003), Flash
 - **Bikini 3D** (2002), PC
 - **Strip Kittens** (2002), PC
 - **Train Twister** (2001), PC
 - **Sky! Conductor, Route Control** - tools for Microsoft Train Sim (2001), PC
 - **Fly III!** (with Terminal Reality) (2001), PC, Mac
 - **Sky!, Ground Control. TerraScene** - tools for Fly! (Terminal Reality) (2000), PC

1998 - 2000 : **Boss Game Studios**, Redmond, Washington

3D ARTIST / MUSICIAN

- Real-time environment design, modeling, texturing, lighting, and animation.
- Pre-rendered cinematics modeling, texturing, lighting, and animation.
- Sound effects and composition.

- **World Driver Championship**, Nintendo 64
- **Stunt Racer 3000**, Nintendo 64
- **Boss Rally : Intro Cinematic and Audio Score**, PC

1996 - 1998 : **n-Space, Inc.**, Orlando, Florida

ARTIST / MUSICIAN

- Cinematics, storyboards, character animation, environment design, lighting, texturing.
- Sound effects, composition, and music production.
- **BugRiders, The Race of Kings**, Playstation / PC
- **BugRiders, The Race of Kings : Original Soundtrack** (with Russell Lieblich)
- **Duke Nukem: Time to Kill**, Playstation
- **Tigershark**, Playstation/ PC
- **GT Interactive Logo Opening : Sound Effects/Score**

1994 - 1996 : **Tiburon Entertainment (EA Tiburon)** , Maitland, Florida

ARTIST

- Cinematics, storyboards, character animation, environment design, lighting, texturing.
- **John Madden Football '96 and '97**, Playstation /Saturn / Super Nintendo / Genesis
- **College Football '96 and '97**, Playstation / Saturn / Super Nintendo / Genesis / PC
- **NHL Hockey '96**, Super Nintendo / Genesis
- **Shaq vs. Legends**, Genesis (unreleased)
- **Future Strike**, Super Nintendo / Genesis (unreleased)
- **Soviet Strike**, Saturn
- **MechWarrior 3050**, Super Nintendo

1992 - 1994 : **Nutmeg Mills, Inc. / VF Corp.**, Tampa, Florida

SENIOR CREATIVE ILLUSTRATOR

- Digital and traditional illustration, airbrush rendering, and concept design for use in the printing of internationally distributed sportswear for **NHL, NFL, NASCAR, NBA, PGL, MLB.**

LANGUAGE EXPERIENCE:

- C#, C++, Python, UnityScript, XML, Java, C-Script, MaxScript, VB
- PHP, Perl, HTML, CSS, jQuery, ActionScript, Javascript
- MySQL, SQLite
- CG, ShaderLab

SOFTWARE:

- Unity3D (v2,3,4,5), UE4, Quest3D, 3D Game Studio, Torque, Flash, HTML5
- FL Studio, SoundForge, FastTracker, MilkyTracker
- Photoshop, Illustrator, Painter
- 3DS Max, Maya, Mudbox, Z-Brush
- Word, Excel, HacknPlan

MUSICAL INSTRUMENTS:

- Guitar (Acoustic/Electric)
- Drums
- Piano
- Synthesizer
- Drum Machine
- Vocals
- Various hardware (mixers, effects units, etc.)