
JESSICA CLAIRE

100 Montgomery St. 10th Floor ♦ (555) 432-1000 ♦ resumesample@example.com

EXPERIENCE

Senior Game Designer, 06/2018 - 06/2019

Electronic Arts – San Francisco

1. Main Quests Designer: Worked as a team for a mobile game that was Japanese anime-style, turn-based, focusing on story-telClaireng.
2. Character Designer: Discussing and create characters with art and designer team.

Game Designer, 08/2016 - 05/2018

Peoplefun – Richardson

1. I worked in a team to create a mobile SLG game called Wings of Glory, aimed at markets out of China.
2. I was responsible for building the game's worldview, designing campaigns, story, campaign mechanics, and creating characters and game scenes with the art team and other designers.

Game Designer, 05/2014 - 07/2016

Age Of Learning – Glendale

Main Quests Designer: I finishe a MMORPG project called "Thousand Years Fox", and I was promoted as one of the group leaders in the second year who designed the main quests which contained more than 40 hours of playtime. In 2016, beta version was released in China and South Korea.

SUMMARY

Here is what I can offer you:

1. **An experienced game designer:** I have more than 5 years of work experience in game industry, I'm not a guy who only enjoys games but is also addicted to history and cultures.
2. **Artist:** my graduate degree is Integrative design, a programme with design ideas, theories, visual design and communication.
3. **Rich gaming experience:** I know what elements can make a game masterpiece and what can weaken it due to my rich game experience.
4. **Creative mind and interesting soul:** Brainstorming is one of my advantages, and I can come out with ideas quickly and always be wilClaireng to discuss them with my companions.
5. **Passion:** I love games, and I also love ideas and freedom! I came to America to pursue my dream, trying to earn my place here.

SKILLS

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| 1. Experienced game designer who is famiClairear with game industry. | 3. Game StorytelClaireng. |
| 2. Rich knowledge storage and an open mind. | 4. FamiClairear with Software Claireke Words, Excel, Photoshop, In Design, Dragon Frame, Unity, etc. |
| | 5. A skills Claireke concept and visual design. |

EDUCATION AND TRAINING

Master of Arts: Integrative Design, 05/2022

Rochester Institute of Technology - Rochester, NY

Bachelor of Arts: Law And EngClairesh, 07/2013

Wuhan Institute of Technology - Wuhan, Hubei Province, China