

# Jade Dhabolt

www.gameartiste.com

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## Qualification Highlights:

- Accomplished communicator with experience in brand marketing and web development
- Experienced hand-coding HTML, CSS, JavaScript, PHP/MySQL and AJAX
- Proficient with 2D/3D image production and manipulation software and techniques
- Credits include work for Vivendi/Universal, ngmoco:), Adidas, CDC and McDonald's

## Professional Experience:

### Freelance Developer

*Self Employed: January 2006-Present*

- Developed and maintained customer-facing websites for various clients
- Designed and produced gameartiste.com, a site for marketing my game art development business
- Developed 2D/3D art assets for games, consulted on game/application design and art direction

### Assistant Producer

*Stumptown Game Machine: March-June 2009*

- Created and managed art development schedule for award-winning iphone game: Touchpets
- Managed and delivered daily product builds for quality assurance team and publisher review
- Provided regular progress updates to internal and external stake holders

### Producer/ Game Designer

*responDESIGN, Inc.: June 2003-January 2006*

- Designed, produced and co-invented genre defining studio debut product: ***Yourself!Fitness***
- Oversaw all areas of audio production: script development, studio recording and post production
- Co-produced promotional DVD for **McDonald's** with multimillion copy distribution
- Worked with pool of expert trainers to develop game rules and design framework

## Founder/ Owner

*Ozo Interactive, Inc.: Aug 2001-April 2003*

- Managed art and game design personnel
- Developed game design documentation
- Co-developed business plan and sales collateral

## Senior 3D Artist - Tribes2

*Dynamix, Inc. / Vivendi: March 1999-Aug 2001*

- Worked closely with writers, designers and illustrators to develop compelling game worlds
- Worked with Art Director and art team to dream up and execute major game art assets
- Co-developed new art/game design process

## 3D Artist - Starsiege Tribes (1999 AIAS Action/Strategy Game of the Year)

*Dynamix, Inc. / Sierra: Aug 1998-March 1998*

- Worked with Lead 3D Artist in creation and refinement of game characters and animation
- Animated game characters and peripheral assets
- Designed and created supplemental in-game art assets

## Brand Marketing Coordinator

*Sierra Online, Inc.: July 1997-Aug 1998*

- Coordinated the production and delivery of large volumes of product and marketing collateral
- Worked with internal web development to ensure brand consistency of online content
- Managed 3rd party designers, writers, and other contract accounts

## Grant Recipient

*Centers for Disease Control and Prevention (CDC): Dec 1996-Feb 1997*

- Developed concept and strategy for the CDC “CAUSE” campaign
- Designed/produced advertisements, presentation plans-book and video presentation

**Education:**B.A. Journalism: Electronic Media, Minor: Music, University of Oregon 1997

**Skills:** Adobe Creative Suite, 3D Studio Max, Cinema4D, Blender, HTML, CSS, JavaScript, PHP/MySQL

**Interests:** Art, design, music, history, literature, travel, martial arts