Jennifer Kotler

Designer and Artist Specializing in Technology and Game Design

www.JennK.com   JennLKotler@gmail.com   github.com/jenneh

Education

Rochester Institute of Technology, Rochester, New York.
Major: Medical Illustration   Minor: Video Game Design
GPA: 3.75, Dean's List with High Honors

Bachelor of Fine Arts, expected May 2014.
Concentration: Environmental Science

Skills

- Vector Drawing (Illustrator, Inkscape)
- Digital Painting (Photoshop, Painter, etc.)
- Illustration
- Game Design
- User Interface Design
- Web Design
- HTML
- CSS
- Medical Illustration
- FOSS

Work Experience

Graphic Artist
FOSS @ RIT Rochester, New York

November 2012 – Present

Illustrate and design educational games:

- *Fishing For Health* is a card game that teaches children in developing countries lifestyle choices and techniques that prevent illness and the spread of disease. This game will be piloted in urban and rural areas of India, Tanzania, and Nigeria.
- *My Stress Control Game* is a board game based on bio-feedback designed to help autistic children gain control over their breathing and heart rate to increase concentration and stress management.
- *Lemonade Stand* is a video game for OLPC that teaches fourth graders math and entrepreneurship.

Provide art assets, logos, badges, icons, illustrations and UI design advice to many technology projects. (github.com/Jenneh) Help prepare for hackathons by creating t-shirts, posters, stickers, and other swag items. Attend RIT and outside hackathons to provide design advice for technical teams. Work with elementary school children exploring STEM.

Volunteer Game Designer and Artist
One Laptop Per Child

January 2013 – Present

Created *SkyTime,* an educational game designed to teach young students (grades K-2) how to tell time. *SkyTime* runs on XO laptops, and is currently being used in the first grade curriculum at Druid Hills Academy in Charlotte, North Carolina. Presented, playtested, and taught with *SkyTime* at many events including: White House Champions of Change, Imagine RIT, Lemonade Day, a local STEM camp, Rochester Python User Group Meetup, Open Access Poster Presentation, and Under-graduate Research Symposium. *SkyTime* has been selected as a poster presentation for Pycon 2014.

Freelance Designer

July 2011– Present

Worked on a variety of projects with several companies including Klein Steel and Delany Rim. Projects included illustrating, designing the page layout, and organizing printing and binding for an 8-bit video game themed Haggadah used at Game Developer's Conference; illustrating the e-book cover of *Hole of Horcum*; illustrating t-shirts; designing the splash and loading screens on an iOS app; being team designer at competitive hackathons, and designing logos.

Game Artist and UI Designer
RIT MAGIC Center Rochester, New York

January 2013 – June 2013

Worked with a large team to create an educational game about financial literacy. Brainstormed game mechanics and artistic style. Created concept images for several game proposals, art asset creation, and game design. Designed User Interface.

Illustration and Design Intern
E-Line Media Manhattan, New York

May 2012 – August 2012

Designed and fabricated sprites for educational games: *Gamestar Mechanic* and *Real Robots of Robot High.* Created many textures used on 3-D models for STEM game, *iON Future.* Designed poster, postcards, and t-shirt. Created vector of logos and buttons, color swapped existing sprites, game tested, and cleaned up Flash files.

Honors & Awards

◄ Honored at White House Champions of Change Event for work on *SkyTime 2013*
Invited to attend the White House Champions of Change event which honors, "Groups of Americans – individuals, businesses, and organizations – who are doing extraordinary things to empower and inspire members of their communities."

◄ First Place in NASA Space Apps Challenge Creative Category in Rochester, New York. 2013

◄ RIT Student Spotlight. 2013

◄ Social Change Leadership Certificate with a concentration in education. 2012

◄ Illustrations and Video Game displayed in Imagine RIT Festival. 2011 and 2012

Activities

◄ Attended White House Safety Datapalooza and participated in DataJam brainstorming event.

◄ Observed and drew from surgeries at Rochester General Hospital.

◄ Member of the Fedora Design Team.

◄ Attended hackathons and conferences on the following subjects: open data, entrepreneurship, App creation, game design, and medicine. Increased my ability to work under tight time constraints.

LAUNCH 2013, San Francisco; Hacking Pediatrics 2013, Boston; Random Hacks of Kindness 2012 and 2013, Rochester; NASA Space Apps Challenge 2013, Rochester; Election Night 2013, Rochester; Hack Upstate 2013, Syracuse; FLOCK to Fedora Conference 2013, Charleston; Game Developer's Conference 2013, San Francisco; American Greetings Hack Day 2013, Rochester.