

Contact

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(LinkedIn)

Top Skills

Game Design
Video Games
Android

Languages

Spanish

Publications

Women in Game Development:
Breaking the Glass Level Cap

Unseen Side

NUCLEATION

Game Development Essentials:
Mobile Game Development

The Official GameSalad Guide to
Game Development

Kimberly Unger

MR/VR Content Sourcing and Strategy - Oculus Publishing
San Francisco Bay Area

Summary

Games industry veteran with a solid grounding in art and design backed by degrees from the Art Center College of Design and the University of California at Davis. Entrepreneurial minded self starter with two startups under her belt and more than a few ideas for another. Currently working on strategic ecosystem building for VR and MR with the Oculus Publishing arm of Meta and writing science fiction about how all these app-driven superpowers are going to change the human race.

Experience

Meta

MR/VR Content Sourcing and Strategy - Oculus Publishing
November 2021 - Present (1 year 6 months)

Oculus VR

Strategic Content/3P Publishing
October 2019 - November 2021 (2 years 2 months)

UC Santa Cruz

Lecturer
October 2014 - October 2021 (7 years 1 month)
Baskin School of Engineering

Designed and taught "Games Art Intensive" for the UCSC Masters degree in Games and Playable Media.

Playchemy

Producer
December 2017 - September 2019 (1 year 10 months)

Gazillion Entertainment

Producer
June 2016 - November 2017 (1 year 6 months)

Bushi-go

CEO

June 2010 - January 2016 (5 years 8 months)

San Mateo, CA

Bushi-go develops episodic point and click adventure games with a**-kicking fight scenes. We currently target the iOS and Android platforms and are working with a freemium model that dovetails nicely with our bi-monthly release schedule.

Westwood College Online

Adjunct Faculty - 3d

March 2006 - January 2010 (3 years 11 months)

Taught Game Design, 2d and 3d art and animation, designed courses for Texture, Game Design, 2d and 3d animation and 3d game modeling.

Ungerink

Freelance

January 2001 - June 2009 (8 years 6 months)

Freelance game artist and designer, I handle a number of long-term clients and provide services ranging from television and web marketing assets for mobile products to ultra high-end texture painting and application.

Thumbjive

Freelance Artist

2006 - 2006 (less than a year)

Mobile game concepts and art.

Bellicode

CEO

April 2001 - March 2004 (3 years)

CEO and Lead Artist at Bellicode, LLC

A game design group specializing in the development of episodic game content and concepts.

Stottler Henke

Freelancer

2002 - 2002 (less than a year)

Produced a proof of concept "serious" game level for AI driven training and encounter reenactment.

Blue Planet Software

Artist

2000 - 2001 (1 year)

2d/3d artist and animator.

Starsphere Interactive

2d/3d Artist

July 1999 - August 2000 (1 year 2 months)

Conceptualised and executed 2d and 3d assets. Concept art as well as final production art for all in-house and 3rd party titles.

Creative Minds

2d/3d Artist

December 1995 - July 1997 (1 year 8 months)

Sole artist employed in development of in-house titles. Designed all textures, 2d and 3d assets as well as provided secondary game design for various minigames.

SimEx Digital Studios

Freelance Texture Painter

September 1996 - June 1997 (10 months)

Texture specialist for multiple in-house products, most notably the "IMPACT: Motion Simulator Ride" currently in-house at the Reuben H. Fleet Space Theater in San Diego, CA.

Morgan Stanley

Strategic Account Representative

July 1993 - August 1995 (2 years 2 months)

Laguna Niguel, California, United States

UC Davis

Assistant

1991 - 1995 (4 years)

Paine Webber

Sales Assistant

June 1988 - June 1993 (5 years 1 month)

San Diego, California, United States

Registered rep, Series 6 and 63.

Education

Art Center College of Design

BA, Illustration · (1995 - 1998)

UC Davis

BA, English/Writing · (1988 - 1992)

Torrey Pines HS

· (1984 - 1988)