

Jennifer Dowding

Associate Producer + Creative Director

408-4308 Crowley Dr.

Vancouver, BC

V5R 6C3

www.jenniferdowding.com

jennifer.dowding@gmail.com

(778) 994-2097

About Me

I am an experienced leader who enjoys working in interdisciplinary teams on creative projects. I am seeking employment as an associate producer or production assistant in the video games or cg entertainment industry.

Skills

- Confident speaker
- Excels in team environments
- Highly capable leader
- Offers creative solutions
- Great willingness to learn
- Experienced in risk mitigation
- Enjoys research and analysis
- MS Office Software (Advanced)
- Adobe Soundbooth/Audition (Advanced)
- Adobe Premiere Pro (Advanced)
- Adobe Dreamweaver (Intermediate)
- Adobe Flash (Beginner)
- Adobe InDesign (Beginner)
- Adobe Photoshop (Beginner)

Related Experience

Associate Producer

Client: Ubisoft Vancouver

Team Pwny Arcade

Facebook Social Game - Under NDA

Current: Jan 2011 - April 2011

Chosen to lead a team of first year students as they undergo their first project with a high profile client.

Tasked with producing art and design improvements to an existing Facebook social game to be re-launched in April 2011.

Responsible for communicating with client, producing design documentation and working with the artists, engineers and project manager towards a successful result.

Game Director Intern

Client: Cirque du Soleil's One Drop

Foundation and the DeGaspe Beaubien Foundation

Operation H2O (Social Game)

April 2010 - September 2010

Acted as Game Director and Lead Communicator in the ideation phase of a social game targeted at teens aged 13-15.

Responsible for creating game concept, leading the team on the prototype, researching and working with focus groups and communicating to the board of directors including members from Cirque du Soleil, One Drop, and the De Gaspe Beaubien Foundation.

Project Manager/Game Designer

Client: Microsoft and Fearless Frog Innovations

Banana Samurai (Web Game)

Team Yummy Cloud

October 2010 - November 2010

Collaborated with a team of five students over three months from concept to delivery of a two level game demo built in the cloud using Silverlight.

Responsible for project management, client communication, user testing, overseeing and creating schedules, status updates, risk assessment and risk mitigation.

Contributed as the lead game designer, writer and sound editor on the game which prioritized fun while promoting healthy eating habits, targeted at kids aged 6-10.

Project Manager

Client: Microsoft and Fearless Frog Innovations

Nom Nom Rider (WP7 Mobile Game)

Team Yummy Cloud

September 2010 - December 2010

A mobile game produced outside of school, in a month, with a team of five. One of only two apps from B.C. approved for launch on the release date of the Windows Phone 7.

Lead communication with Microsoft as we went through testing, launch and press, including promotion on MSN.ca and an interview on MSN's Health Tech Today.

Ranked #2 in Family Games on the WP7 Marketplace during the holiday season.

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Work Experience

Events Coordinator and Office Manager

Scale Restaurant Group

May 2008-Sept 2009

First point of contact on executive events for Microsoft, McDonalds, Trump International, Cumis, Pepsi Canada, Mercedes-Benz, Molson, Coca Cola Canada and Venture Communications.

Coordinated corporate events by meeting with clients, clarifying their needs, handling details and communicating with internal staff.

Managed head office, acted as information "hub" for the company.

House Technician

University of Toronto

Summer 2006 & 2007

Provided daily technical assistance to production rentals at the Helen Gardiner Phelan Playhouse.

Worked with directors, hung and focused lights, assisted with programming and operation of shows while maintaining the integrity of the space and safety procedures.

Operated the Robert Gill Theatre as a 2008 Toronto Fringe Festival Venue, producing ten simultaneous productions in total.

Education

Masters in Digital Media

Centre for Digital Media

Graduating April 2011

Full-time, professional degree conferred by the University of British Columbia, Simon Fraser University, Emily Carr University of Art and Design and the British Columbia Institute of Technology.

Honours Bachelor of Arts

University of Toronto

2003 - 2008

Specialized in Theatrical Production, Direction, Theory and Performance.

Graduated with Honours, and awarded a scholarship for the highest cumulative GPA in the Drama program.

References

Available upon request.

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References

Patrick Pennefather **Professor of Interdisciplinary Improvisation and** **Faculty Advisor**

Centre for Digital Media

patrickpfather@gmail.com

(604) 727-1067

Patrick is the faculty advisor on my current project with Ubisoft Vancouver.

Gerri Sinclair **Co-Founder**

Fearless Frog Innovations

Board member

Operation H2O

Founding Executive Director

Centre for Digital Media

gerri@gerrisinclair.com

Since stepping down from her position as Executive Director of the MDM program, Gerri has founded Fearless Frog Innovations and acted on the board of directors for Operation H2O. I have been privileged to produce creative work and manage projects for her in both of these endeavours.

Dominique Monchamp **Executive Director**

De Gaspé Beaubien Foundation

(514) 823-7779 (Montreal)

Dominique one of the Executive Directors of Operation H2O and was my internship advisor.

Sean Baillie **General Manager**

Scale Restaurant Group

baillieseana@rogers.com

(647) 887-7326 (Toronto)

Sean was my manager at Kultura who oversaw my work and executed the events I coordinated.