

Jared Pettitt

Game Design Student & Game Designer
jaredpettitt@gmail.com

Education

**University of California, Santa Cruz,
Santa Cruz, CA**

Expected Graduation: January 2019

Computer Science: Computer Game
Design B.S

**The Animation Collaborative,
Emeryville, CA**

2015

Traditional Animation

Work Experience

Sirono, San Francisco, CA

2014 - 2016

Administrative Assistant

Responsible for complex daily tasks involving sensitive customer information, creating and documenting workflows, bridging communication across departments.

Nature's Express, Berkeley, CA

2012 - 2014

Manager

Responsible for Wordpress website, quality control in a very fast paced environment, managing a staff between 3 and 5 people at any time.

Software Experience

Game	Unity, Phaser
Code	C++, C#, Javascript
3D Animation	Maya, Cinema 4D
Adobe	After Effects, Premiere, Photoshop, Illustrator

Project Experience

The Senpai, 2016

pntgrm.com/the-senpai

A Unity-based Visual Novel, riffing on both Seinfeld and Anime tropes. I was responsible for programming, design, art, and the overall presentation of the game, including the website and reaching out to press. I created a system whereby branching game scripts were imported into Unity from Microsoft Excel, following a simple format. As the only artist, I created a simple art pipeline to ease asset burden. I worked with a partner on the game's script, and provided feedback and guidance on the game's soundtrack. The game was written up on Kotaku and Nerdist, as well as other blogs.

Scene Sampler, 2017

<http://bit.ly/2yU2xVI>

A festival-based social game, which has players seeking out 'social sounds' in an event space. I worked cooperatively with UCSC's Social Emotional Technologies Lab on the design of the game as the design lead, and was responsible for the graphic design and marketing materials. Additionally, I was responsible for creating a system whereby images captured by players (on a prop camera) are automatically tweeted with an event's hashtag. The game was selected for display at Come Out and Play 2017 in New York, NY, as well as at Indiecade 2017 in Los Angeles, CA.

Interests

Designing goofy, surprising games with stylish art direction and strong character writing.