

# Jennifer Ayers

---

2311 Rogge Lane  
Austin, TX 78723  
jennifer@ayersdesign.com  
(512) 554-6796

- BA in Fine Arts, University of Texas at Austin
- Photoshop, Illustrator, Max, Flash, proprietary GUI design, Alienbrain, SVN
- UI Art, UI Design, Graphic Design, 3D Art Generalist

## **Artist** KingsIsle Entertainment

7/08-8/09

- 2D GUI design work for Wizard 101, and unpublished project
- Collaborated with designers and programmers to design GUI elements
- Portfolio management system, fashion design interface
- Designed interfaces for mini-games, built/textured environment props, created graphics marketing
- Bug fixing using Test Track Pro, and data management using Alienbrain and SVN.

## **Lead Artist and Flash Content Developer** Catalis, INC

6/2005-1/2008

- Collaborated with management to determine appropriate design layouts
- Determined specifications to client's needs, set graphic standards for team, graphic content creation, maintenance of graphic content library, medical illustrations
- Collaborated with programmer to develop tools to increase workflow efficiency,
- Coordinated with data content team to assure accuracy and usability
- Tested content, bugfixing, data management
- Designed graphic components for UI team, created graphics for marketing team

## **Creative Development Manager/ Owner** Ayers Design, LLC

1997-present

- Collaborate with clients to determine needs, through concept creation, content execution, delivery
- Direct photo shoots, manage resulting images, organize printers, review outside work for compliance with graphic identity standards and quality of design
- Advertisements, invitations, brochures, flyers, business cards, fine art, commissioned work
- Event production, from concept through execution, hiring, budgeting, managing talent, managing design of multimedia projects, producing marketing materials (radio, television, web, and print), organizing and managing promotions team

## **3D Artist, Animator** Origin Systems

1994 – 1997

Wing Commander III, Wing Commander IV, Jane's Combat Simulations: AH-64D Longbow

- Collaborated with team lead to establish look and feel consistent with the property
- 3D modeling of components, texturing and animating