

Penelope Wilkerson

Game Artist | Game Developer

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Summary

I am a game artist with a software engineering background, seeking a role where my technical knowledge complements my passion for creating game art, especially 3D modeling.

Skills

Digital Painting

3D Modeling

Game Dev. (Mobile)

Vector Art, UI

Programming, Scripting

Tools

Krita, Photoshop

Maya

Unity

Illustrator

C++, C#

Experience

Furthington Studios

Lead Developer, Founder, CEO

Oct 2014 - Oct 2016
Singapore

Game developer making casual mobile games.

- Games were made and prototyped in Unity, two of them published on the Google Play store
- Responsible for all art assets and animated UI, from concept to final
- Designed, play-tested, and balanced game mechanics iteratively
- Worked with short sprint cycles and delivered milestones on time
- Tech stack: Unity (C#), Photoshop/Krita, Illustrator, Android

TinyCo

Software Engineer

Jul 2012 - Jun 2014
San Francisco, CA, USA

SDE2, Client-side engineer focused on bug fixes and UI process improvement.

- Joined the *Family Guy: The Quest for Stuff* team for a few months of crucial development
 - Main go-to person for Android-related bugs
- Worked closely with artists to improve UI processes
 - Added features to the in-house UI tool
 - Wrote and fixed UI export scripts

SDE1, Client-side engineer for mobile games, on teams averaging 8 people.

- Worked with UI artists and product managers to create more dynamic UX
- Worked closely with community team to solve live game problems
- Integrated a number of third party SDKs into the project (ads/offers, stat tracking, social platforms)

Education

Foundation & Design Program

CG Master Academy

Nov 2014 - Mar 2016

B.S.C.S. in Real-Time Interactive Simulation

DigiPen Institute of Technology

Graduated May 2012
Redmond, WA, USA

- Minor in Mathematics
- Dean's Honor List 2009 - 2011
- GPA 3.68/4.00
- MES scholarship from MDA Singapore