

Jessie Lo

Project Manager

An Innovative Game Designer with a Passion for Making Games with Immersive Experiences, Strong Visual Aesthetics & Intriguing Stories. Adept in Communicating with Customers & Teammates while maintaining a Positive & Professional outlook.

EDUCATION

Sheridan College — Honours Bachelor of Game Design

SEPTEMBER 2017 - APRIL 2021

Sheridan College — Art Fundamentals

SEPTEMBER 2016 - APRIL 2017

PROJECTS

Cartomancy — Kickstarter Funded Project, Team of 6

SEPTEMBER 2021 - MAY 2022

- Project Manager and Team Moonglade Representative
- Wrote several character routes; including dialogue & multiple endings
- Character, World building & Game/Quest Design

Balter Games — Game Dev, Community Manager, 4th Year Capstone

SEPTEMBER 2020 - PRESENT

- Managed work distribution and deadlines
- Created and managed documents that are used as reference
- Wrote several dating routes, including dialogue and multiple endings

Goblets and Gays — Co-Producer (GM, Community Manager, Player)

SEPTEMBER 2020 - PRESENT

- Created a homebrew campaign & world setting for special episodes, which I also ran (Game/Dungeon Master)
- Co-manages all Social Media, including content creation
- Created contracts & documents for collaborations with companies & cast

EXPERIENCE

Vodeo Games — Community Manager

AUGUST 2021 - PRESENT

- In charge of creating content & engaging with the community on all company socials (media).
- In charge of community outreach (Streamers, content creators, etc).
- Moderator on official Discord.

Later Daters — Junior Technical Artist Intern

APRIL 2020 - AUGUST 2020

- Created art assets & content for in Game Content, Marketing & Social Media
- Wrote dialogue for the Cribbage DLC
- Learned new software such as JIRA, Airtable & Krita

Online Commission Artist — Freelance Artist

APRIL 2017 - PRESENT

- Communicating with customers, answering any & all questions as well as keeping them updated with process, producing product(s) that left customers satisfied, often returning



lojes1998@hotmail.com



LinkedIn



Twitter



Portfolio

TOOLS

- Unity, Twine, Inky
- Clip Studio Paint, SAI, Krita
- Google Docs, Slides & Sheets
- JIRA, Airtable, Notion
- Microsoft Office Applications
- Adobe Photoshop
- Slack, Discord

SKILLS

- Team Player
- Works well under pressure & in highly stressful situations
- Strong multitasking skills
- Knowledgeable in Social Trends
- Strong Customer Service

AWARDS

- Finalist in Ubisoft Future Women in Games Competition
- Nominated for the 2D Design Award, 2017
- Ontario Scholar, 2016
- French Language Award, 2016
- Various scholarships & honors

HOBBIES

- Art (Drawing, History)
- Comic Books/Manga/Manwha
- Creative Writing
- TTRPGS
- Fashion
- History
- Making Memes

LANGUAGES

English, French