

Jennifer A. Reuter

With 5+ experience delivering projects remotely and in-studio for games, animation and comics, I am a collaborative team-player and bring dedication for wall-punching, visual innovation. I'm dedicated to a quality finish in illustration, concept art and storyboards, standing out in a target market and consistent clear communication.

www.jenareuter.com

contact@jenareuter.com

au.linkedin.com/in/jenniferreu

[Twitter](#)

Melbourne, Australia

JOBS & CONTRACTS

- 2021 FEB- JUN **Concept Artist - Lost Again Games**
Produced game character, environment concept and production art.
<https://twitter.com/lostagaingames>
- 2020 JUN- AUG **Ads Storyboard Artist - ZAC Creative**
Storyboarding for Perth-based advertising animation studio.
<http://zaccreative.com/blog/>
- NOV 19- FEB 20 **Concept Artist - I Love You Tokyo**
Character and environment concept art for game, used later for 'Video World'.
https://store.steampowered.com/app/1447920/Video_World/
- JAN **Logo Design - Boss Battle**
Text and graphical logo design for board game.
<https://www.jenareuter.com/portfolio/illustration#bossbattle>
- 2017 OCT- JAN 18 **Mid-weight Background Artist - Studio Moshi**
Illustrated backgrounds for an in-house animation production.
<http://www.studiomoshi.com/>
- 2017+ 2018 NOV **Volunteer Facilitator - Melbourne International Games Week Events**
Facilitator for Games Connect Asia Pacific (GCAP) and customer service for Ysbryd and Fellow Traveller at games convention PAX.
<http://gamesweek.melbourne/>

EDUCATION

- 2020 **Painting Drama - Chris Oatley Academy**
Online illustration short course.
- 2019 **New Enterprise Incentive Scheme - Kangan Institute**
Business building short course.
- 2015 **Bachelor of Design (Communication Design) - RMIT**
Graphic and communication design course

SKILL SETS

Collaboration

- Effective collaborator and style synchronization with team, matching a streamlined finish with five background artists over 3 months for an animation production, resulting in 90 illustrations each.
- Responsive to feedback, text or video, altering concept art for character designs with a Netherlands-based studio over Discord, completing 4 character sheets.
- Flexible with changing environments, with 3 years experience coordinating shifts and responsibilities in event volunteer crews, ranging from 10 to 60 members, servicing hundreds of patrons.
- Excellent negotiation and communication skills, having prospected and cold-called over 60 business clients as a freelancer.

Art & Design

- Created practical designs for use across skill departments, like character and environment sheets, paint-overs, adhering to technical restrictions and solving level design issues for a game. 3D artists referenced from the drawings effectively, producing clear silhouette models.
- Attentive to detail and research, referencing historical 1920s Art Nouveau styles, fashion and architecture for character and background designs in a mystery game, using moodboards of photography and non-art inspiration sources.
- Strong draftsmanship experience with over 40 completed illustrations and projects across styles and media for 5 years; marketing art and assets, comic art, music videos, storyboards and concept art.
- Clear graphic design methodology, with bachelor's study completed in the field and designing a tabletop game rulebook, with positive feedback on ease of legibility.

Technical literacy

- Broad knowledge of creative software and a fast learner, using Photoshop, Krita, InDesign, Blender and After Effects (see more below), and traditional media like graphite, fineliner, markers, coloured pencils and acrylics.
- Coding aptitude from developing portfolio website using Jekyll template with custom web coding and javascript.

TALKS

- 2020 NOV **Concept art online workshop - Wyndham Tech School**
A workshop about the concept art process, involving high school students with theme suggestion prompts.
www.wyndhamtechschool.vic.edu.au
- 2019 OCT **"Go Swish" - Charlie Red**
15-minute presentation for a Melbourne digital art collective about line-art improvement.
twitter.com/charecol
- APR **"Self Insert Here" - Freeplay**
Hour-long online talk for an independent games festival, about artists using personas.
www.freeplay.net.au

TOOLS

- Adobe: Photoshop, Illustration, InDesign, After Effects, Acrobat Pro
- Affinity (preferred): Design, Publisher
- Blender, Unity
- Krita (preferred)
- HTML, CSS, Github, Atom
- Slack, Discord, Google Meet, Zoom
- Dropbox, Google Drive

HOBBIES & INTERESTS

Rollerblading, voice acting, tabletop role-playing games, going on walks and reading graphic novels.

For References, please get in touch.