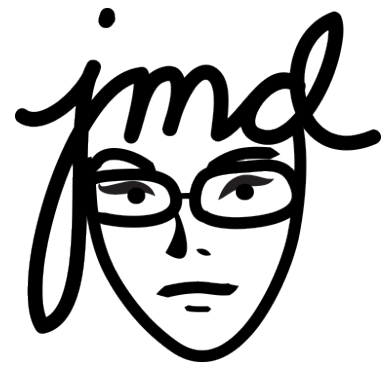


JENNIFER DAVIDSON

(602) 532-7046 - resume@jmd.com



OBJECTIVE

My career goal is to obtain a position in animation where I can utilize my drawing and designing skills.

TECHNICAL SKILLS

Applications

Adobe Photoshop, Illustrator, InDesign, Flash; Autodesk Maya; Corel Painter; MS Word, PowerPoint, Excel

Web Languages

HTML, CSS

PROFESSIONAL EXPERIENCE

August 2012-Present

Concept Artist/Developer, *Maia Video Game, Arizona*

- Used Adobe products to create playfields, backgrounds, title screens, user interfaces, concept art and banners (for the Maia social media sites).
- Maintain the Maia social media pages.
- Gained a better understanding of effective and efficient team work.

April 2009-August 2011

Assistant Manager, *Atomic Comics, Phoenix, Arizona*

- Created displays and organized the shop
- Demonstrated good communication and people skills to assist with great customer service
- Gained in-depth knowledge about publishers, writers and artists of the comic book industry
- Maintained the Atomic Comics social media sites (Facebook, Twitter and MySpace)

July 2007-June 2008

Intern, *Totally Coached, Inc., Scottsdale, Arizona*

- Designed banners and graphics for websites: **Totally Coached, Inc.** and **Intrinsic Coach**
- Transcribed phone calls
- Handled business calls and e-mails
- Had the opportunity to understand the inner workings of a small business

EDUCATION

January 2009-Present

Bachelor's Degree, *Arizona State University*

- Major in Graphic Information Technology with a focus in animation and video game art
- 3.6 GPA

August 2006-Dec 2008

Associate's Degree, *Scottsdale Community College*

- Focus on Graphic Design and Art
- 3.8 GPA

August 2002-June 2006

HS Diploma, *New School for the Arts and Academics*

REFERENCES AVAILABLE UPON REQUEST