

Jennifer Stevens

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Personal Information

Date of birth: 20 March 1981 in Sindelfingen (Germany)

Nationality: German

Family status: married to Markus Langguth, Customer Support Representative at CipSoft GmbH

Skills and Qualities

Personal

- Intimate knowledge of the mechanics and designs of games and roleplaying systems
- Vivid imagination and the ability to fit my creativity into an established framework
- Excellent conceptualising and writing skills and virtually a lifetime of experience
- Proficient in traditional authoring principles (such as dramatics, plot-development and characterisation), as well as in writing for interactive media
- Solid understanding of the subtleties of language and an innate feeling for words in a wide variety of text-types
- Empathy and the ability to look at things from the recipient's point of view, and to wrap the vagueness of fiction into solid game rules
- Dedicated, with a highly organised and meticulous way of working and the ability to work long hours at a stretch to meet deadlines
- Sense of composition, harmony and design in both art and literature, an eye for detail

Languages

- Fluent in written and spoken English (Certificate of Proficiency of the Cambridge Institute): nine years at school, part of my family is British, I've been using it constantly for profession and hobbies for more than 20 years now – and I simply love that language.
- French and Spanish: basic knowledge
- German: native language

Interests

- Videogames and Pen & Paper Roleplaying Games, both as player and gamemaster
- Science Fiction and Fantasy movies, books, stories and games
- Writing and basically anything that has to do with written words
- Visual effects, everything 3D and screendesign
- Music is a constant companion in every aspect of my life, I also passionately play the piano
- Cooking and enjoyment
- Acting and theatre

Work Experience

CipSoft Infinite Entertainment GmbH, Regensburg

Graphic Artist (May 2008 – present)

- Created content and graphics for a multiplayer browser game and a traditional MMO
- Responsible for coordinating several artists, maintaining hundreds of assets and generally keeping the pipeline running and meeting deadlines
- Responsible for proof-reading and polishing any game-related text in English language
- Contributed to the development of background story, environment, quests and dialogues
- Worked with Game Designers to develop and refine game rules and balancing
- Handled the tasks of creating artistic and technical concepts, style research and style guidelines to achieve a consistent world design visually and verbally
- Drafted and created a great number of widely differing 3D and 2D game assets from concept to modelling and texture painting to animation and final look in-game, in accordance with style guidelines

- Coordinated with a lot of different departments for testing and debugging
- Acquired knowledge of and utilized a good many different applications and tools, including asset management and versioning software, various 3D-packages and the Adobe software range
- Quickly created on-demand-graphics from 3D models to interface design for game prototypes

Elektrofilm, Stuttgart

Digital Artist Internship (March 2006 – September 2006)

- Created digital compositings for several TV-series and movies, including matte painting and creature animation
- Responsible for managing and editing the materials for daily sign-offs by clients abroad
- Edited trailers and presentations of the company's current work for trade fairs and conferences

Artus Postproduction, Ludwigsburg

3D Artist Internship (August 2004 – February 2005)

- Created animated versions of famous paintings for the cine film "Sound of Eternity" by Bastian Clevé, including modelling, texturing, animation, lighting, rendering and compositing
- Organised the complete production pipeline from highres-scan to render
- researched, evaluated and communicated technical concepts to co-workers (for instance 3rd party plug-ins for cloth and fluid simulation, how to create realistic plant animation in Maya etc.)
- troubleshooting technical issues (hardware wrangler and computer doctor)
- coordinated with a lot of different artists and the film shooting crew for smooth integration of the VFX

Think In Pictures GmbH, Sindelfingen

Production Internship (May 2001 – February 2002)

- Organised film shootings for corporate films and advertising: booking team and equipment, preparing production schedules, renting hotels, catering and cars for the team, obtaining permissions to shoot and budget management
- Brought to bear a new magnitude of order in the tape archive (that still persists)
- Handled correspondence, telephone service, preparation of and catering for meetings, first contact person for teams and potential clients
- Supervised loading of tapes to the editing hardware, managed playouts on different formats for the clients, coordinated with printing and copying facilities for mass production of DVDs and videotapes
- Created some graphic assets and edits for the films

===== Education and Certifications =====

Certificate of Proficiency in English

(ranked C2 in the Common European Framework of Reference for Languages, i.e. native speaker level)

Institute: Cambridge English Language Assessment, part of the University of Cambridge

2013

Grade: A

Stuttgart Media University

2002 – 2007

Dipl. Ing (FH) in Audiovisual Media, art emphasis (German Degree in Engineering, approx. equal to Master)

Grade: 1,6

University of Stuttgart

October 2000 – March 2001

German Literary Studies and English Linguistics