

SKILLS

UI/UX
Graphic Design
Project Management
Game Design
Concept Development
Team Management
Unity Engine
Web Design
Adobe Photoshop
Adobe After Effects
Adobe InDesign

ACTIVITIES

Alt Games Vancouver

meetup.com/ Alt-Games-Vancouver Organizer

Heart Projector

#altgames pop-up arcades heartprojector.com Co-organizer

SELECTED EXPERIENCE

Founder, Developer at Less Than Three Interactive

January 2016 - Present | lessthan3.co

Cribbage With Grandpas, our first project, was released for iOS and Android in August of this year. Less Than Three creates unique interactive experiences in collaboration with other developers and artists.

Co-founder, Narrative and UI/UX at Pixel Pi Games

January 2012 - December 2015 | pixelpigames.com

Our team successfully kickstarted and brought our 2012 IGF nominated student project Pulse to market in October of 2015. Pulse is an action adventure game for PC/Mac/Linux.

Senior Art Lead at DeNA Studios Canada

October 2012 - April 2015 | dena.com

While at DeNA I worked on several mobile game projects and led art teams on G.I. Joe Battleground and Blood Brothers Puzzle Tactics. I also helped other artists learn Unity and facilitated team communication across disciplines.

Teaching Assistant at Vancouver Film School

August 2012 - October 2012 | vfs.edu/programs/game-design

I provided support for instructors by grading assignments, assisting students in class and during production, running classes and offering meaningful design feedback.

CONTACT

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PORTFOLIO

Leanneroed.com

EDUCATION

Game Design Diploma, Honours Vancouver Film School, 2012

Bachelors of Fine Arts, Honours University of Manitoba, School of Art, 2008

AWARDS

Best Game Innovation, Canadian Video Game Awards - Pulse IGF Best Student Game (Nomination) - Pulse, Student Project Unity 3D Best Student Game - Pulse, Student Project VFS Best Final Project - Pulse, Student Project Youtube Channel 5 Scholarship to VFS Game Design G4 Tech Scholarship to VFS Game Design