

LEANNE ROED

GAME DESIGNER

SKILLS

Game Design
UI/UX Design
Team Leadership
Project Management
Adobe Suite
Graphic Design
Unity Engine
HTML/CSS

EDUCATION

Game Design Diploma

Vancouver Film School
Graduated 2012 with honours

Bachelors of Fine Arts

University of Manitoba
Graduated 2008 with honours

AWARDS

IndieCade 2017 (Nomination)

IndieCade Festival
Cribbage With Grandpas

Best Game Innovation

Canadian Video Game Awards
Pulse, Commercial Release

Best Student Game (Nomination)

Indie Games Festival at GDC
Pulse, Student Project

Scholarship to VFS

Youtube Channel 5

Scholarship to VFS

G4 Tech

EXPERIENCE

Less Than Three Interactive

Founder, Game Designer, Artist

Jan 2016 - Present

Our mobile game, Cribbage With Grandpas, has been featured multiple times on the Apple App Store and was nominated for the IndieCade festival in 2017. I had many roles on the project (design, art, production, marketing) and continue to manage it in my spare time.

Freelance Game Designer

Multiple Clients

March 2019 - Present

I am currently working as a freelance game designer on a range of products from independent projects to educational and training games.

Clients include:

Anemone Hug Interactive

I'm responsible for several of their work-for-hire projects which focus primarily on additions to their portfolio of award winning educational and training games for outside clients.

Sarah Northway

I have designed a collectible card game to exist within the larger design for her game *I Was A Teenage Exocolonist* and am currently working on UI/UX features for the entire experience.

Instructor

Vancouver Film School

April 2019 - Present

I have designed and am currently teaching an Intro to Photoshop class for the Vancouver Film School Digital Design program and have been asked to do the same thing for Typography following end of term.

Ultra Creative Games

Senior Game Designer

Nov 2017 - Dec 2018

I led a small team of developers in the creation of several game prototypes. My primary responsibilities were game design, prototype production planning and overall user experience.

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ACTIVITIES

IGF Jury Member

I was chosen for the Art Jury for the Independent Game Festival at GDC in 2017.

Alt Games Vancouver

I founded this 400+ member Meetup.com group in 2016.

Heart Projector

We have organized experimental game exhibitions several times a year since 2016.

SHIPPED GAMES

Tap Cats

Kemojo, 2017

Cribbage With Grandpas

Less Than Three Interactive, 2016

Pulse

Pixel Pi Games, 2015

Blood Brothers Puzzle Tactics

DeNA, 2014

GIJOE: Battlegrounds

DeNA, 2013

The Powerful: NYC

DeNA, 2013

EXPERIENCE

Bandai Namco Vancouver

UI/UX Designer

Jun 2017 - Oct 2017

Working as part of a team I created user interfaces to delight the player while enabling them to interact seamlessly with game systems for an unreleased title.

Kemojo Studios

UI/UX Designer

Jan 2017 - Jun 2017

My primary role was to create beautiful, functional and fun to use interfaces. Also during my time there I helped the team define goals and re-orient a live project through a major UI overhaul.

Pixel Pi Games

Narrative and UI/UX Designer

Jan 2012 - Dec 2015

As one of the co-founders of Pixel Pi Games I was part of the team that shipped our IGF nominated, kickstarted VFS game design student project, Pulse, in October of 2015.

DeNA Studios Canada

Senior Art Lead

Oct 2012 - Apr 2015

I worked on several shipped titles at DeNA. I had many responsibilities including art concept management, production and pipeline planning. I also trained other team members to integrate UI art in Unity.

Teaching Assistant

Vancouver Film School

Aug 2012 - Oct 2012

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

THANK YOU FOR YOUR CONSIDERATION