

LEANNE (LAN) ROED

GAME DESIGNER

Leanneroed.com
Leanne.roed@gmail.com
Vancouver, Canada

I've been in the industry for 10+ years working on mobile and PC/Console games. In addition to my skills as a designer I leverage my broad game development experience to communicate clearly with every discipline on a game team and break down goals into actionable steps. I enjoy mentoring and managing alongside creative work. I've proven that I can lead small teams in creating unique experiences. I'm smart, kind and collaborative, and I'd love to work with you.

EDUCATION

VANCOUVER FILM SCHOOL

Game Design Diploma, 2012

UNIVERSITY OF MANITOBA

Bachelors of Fine Arts, 2008

SHIPPED GAMES

MINECRAFT LEGENDS | 2023

Cross Platform, Blackbird Interactive

I WAS A TEENAGE EXOCOLONIST | 2022

PC/Console, Northway Games

GLITCHHIKERS | 2022

PC/Console, Silverstring Media

TAP CATS | 2017

Mobile, Kemojo

CRIBBAGE WITH GRANDPAS | 2016

Mobile, Less Than Three Interactive

PULSE | 2015

PC/Console, Pixel Pi Games

BB PUZZLE TACTICS | 2014

Mobile, DeNA

GIJOE: BATTLEGROUNDS | 2013

Mobile, DeNA

THE POWERFUL: NYC | 2013

Mobile, DeNA

EXPERIENCE

BLACKBIRD INTERACTIVE

SENIOR GAME DESIGNER

SEPTEMBER 2022 - AUGUST 2023

I was the Lead Designer for the Lost Legends team. We created unique, hour long game modes that release monthly alongside Minecraft Legends DLC.

Our team shipped this content well ahead of deadlines while making creative use of minimal support and resources. I used my knowledge of production and development to break down creative goals into line items to surface risks to the director level resulting in positive change for our team. During this time I managed four designers directly while facilitating their positive collaboration with the other discipline teams in addition to maintaining the Lost Legends GDD and related documentation.

GASKET GAMES

LEAD GAME DESIGNER

MARCH 2021 - SEPTEMBER 2022

I was a lead designer who worked closely with the directors and CEO of the company to iterate on the mobile/PC/Console pitches I developed while at Gasket, most of which reached the final rounds of high profile development deals.

When I led design discussions I would reach consensus with all stakeholders, manage time respectfully and identify actions for the team. I was responsible for managing three other designers across in house and client work in addition to my own design workload. I had the opportunity to work in engine on one of our prototypes building my Unreal 5 skills.

LESS THAN THREE INTERACTIVE

FOUNDER, GAME DESIGNER, ARTIST

JANUARY 2016 - PRESENT

Cribbage With Grandpas is a mobile game I concepted and developed with another local indie developer in Vancouver, BC. It 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.

SKILLS

Game Design
Unity Engine
Unreal Engine
Team Leadership
UI/UX Design
Adobe Suite
HTML/CSS

ACTIVITIES

SPEAKER

DIG IWD 2023
GAMES IN ACTION 2022
LudoNarraCon 2022

IGF JURY MEMBER

Chosen for the IGF
Art Jury GDC 2017

ALT GAMES VANCOUVER

I founded this 500+ member
Meetup.com group in 2016

HEARTPROJECTOR.COM

Co-founder - Exhibitions of
curated experimental games

AWARDS

INDIECADE 2017 (NOM)

IndieCade Festival
Cribbage With Grandpas

BEST GAME INNOVATION

Canadian Video Game Awards
Pulse, Commercial Release

BEST STUDENT GAME (NOM)

Indie Games Festival at GDC
Pulse, Student Project

SCHOLARSHIP TO VFS

YouTube Channel 5
G4 Tech

EXPERIENCE

FREELANCE - MULTIPLE CLIENTS

APRIL 2019 - MARCH 2021

Clients include:

Silverstring Media - Glitchhikers - The Spaces Between - UI/UX
Northway Games - I Was a Teenage Exocolonist - UI/UX
Anemone Hug Interactive - Multiple Projects - Game Design and UI/UX
Simbi.io - Gamification/Game Design and UI/UX

GAME, UI/UX DESIGN

VANCOUVER FILM SCHOOL

APRIL 2019 - MARCH

I taught and developed courses in Adobe Photoshop, Illustrator, InDesign and Typography at Vancouver Film School.

INSTRUCTOR

ULTRA CREATIVE GAMES

NOVEMBER 2017 - DECEMBER 2018

Ultra Creative Games was a Vancouver startup focused on creating dynamic and engaging educational games for kids age 4 to 6. I was primarily responsible for leading a small team of developers in the creation of our first projects, their game design and overall user experience.

SENIOR GAME DESIGNER

BANDAI NAMCO VANCOUVER

JUNE 2017 - OCTOBER 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.

UI/UX DESIGNER

KEMOJO STUDIOS

JANUARY 2017 - JUNE 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.

UI/UX DESIGNER

PIXEL PI GAMES

JANUARY 2012 - DECEMBER 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.

NARRATIVE AND UI/UX DESIGNER

DENA STUDIOS CANADA

OCTOBER 2012 - APRIL 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.

SENIOR ART LEAD