

JENNIFER LIVINGSTON

Specialization:
**Interactive Design &
User Interface**

CONTACT

✉ jenmarielivi@gmail.com

☎ 757-647-7412 (c)

SOCIAL MEDIA

🌐 <https://jenmarielivi.wixsite.com/portfolio>

in <https://www.linkedin.com/in/jennifer-livingston-263861161/>

📷 <https://www.instagram.com/jenmarielivi/>

SKILLS

Photoshop
Html5 & CSS3
JQuery & Javascript
Dreamweaver
C++ & Processing
Office & Word

INTERESTS

Photography
Digital Painting
Iphone film
InDesign
Ultimate Frisbee
Bouldering

EDUCATION

Savannah College of Art & Design 2017 - Aug 2020
Bachelors: Interactive Design and Game Development

Tidewater Community College 2010 - 2016
Associates: Computer Science

WORK EXPERIENCE

Insurance Agent - Bankers Life Feb 2021 - June 2021

Worked with a team of agents in planning out appointments
Provided recommendations of products based on clients' needs
Implemented time management to balance work, and life
Continued education weekly on various products

Staff - Send it Climbing Rock Gym June 2020 - Present

Work as part of a team to create safe & fun climbing experience.
Orientate guests to auto belay, top rope, and bouldering area upon their first visit.
Train new staff on using computer system, and safety protocols
Teach members on how to safely set up top rope

Kitchen Assistant - Triple R Ranch May 2017 - Dec 2020

Maintained overall cleanliness of kitchen / lodge
Distributed workloads & worked as part of a team
Trained new workers as necessary
Prepped plates for guests with allergies/intolerances

Staff - Fox Brothers Paintball Park 2016 - 2018

Cross trained multiple departments
Used teamwork to provide safe & fun games
Enforced safety rules when necessary
Occasionally ran b-day party games with groups 20+
Did inventory weekly & used upselling techniques

Math Lab Tutor - Tidewater Community College 2013 - 2016

Tutored students who came into the math lab
Pre-Calc, Calc 1-2, and Differential Equations.
Worked with a team of tutors to help students
Used time-management during tutor sessions

Collaborative Projects - Board Games

➡ **Battle of the Elements** Role: Leader

Created and developed visual aspects, prepared schedule with roles based on each team members abilities, created powerpoint and Pdf pages for group

➡ **Draw Sticks** Role: Leader

Designed and developed visual aspects for the game, including powerpoint/pdf, and printable version of rules sheet with step-by-step instructions. Planned out mock-up schedule, based on individual abilities to keep track of overall progress.

Collaborative Project - Unreal Engine

➡ **Astral Prism** Role: Co-Leader

Mainly worked in blueprints, and created game menus screens. Helped create initial concept for game, and built mst level assets in Maya, as well as initial mock-up of our character Astral.

Individual Project - Web Design

➡ Used Dreamweaver to create an interactive scrapbook style site responsive to varying screen sizes. Implemented Html5, CSS3, JQuery & some Javascript; as well as page transitions.

Individual Project - Processing 3

➡ For this coding project we used Processing 3 to create a simple game using object-oriented coding. Concept was to allow players to catch fire-flies using a jar.