

# Jessica Boudreau

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**Education:** *Becker College* Worcester, MA  
Graduation: December, 2016  
BA, Interactive Media Design with concentrations in Art and Audio  
Magna Cum Laude, Dean's List, Alpha Chi honor society

*Asheville High School* Asheville, NC  
Graduation: May, 2013

**Projects:** *Café Mildé*

- Dating sim visual novel with multiple playable characters and a branching story
- Successfully crowdfunded through Kickstarter in August/September 2016
- Roles: music, UI art, editing, and implementation

*Rhythm and Stars*

- Arcade rhythm game with physical cabinet and custom controller
- Roles: UI art, music

*Lakeview*

- Short visual novel with a branching story made during a 24-hour game jam
- Roles: character & environment art, writing & editing, music, voiceover, implementation

*Still Hearts*

- Branching dating sim with free movement in a top-down environment
- Roles: character, environment, & UI art, music, editing

**Skills:**

Digital music composition (Protools, Mixcraft)	Digital painting (Photoshop)
Audio mixing & automation (FMOD, Wwise)	Pixel art (Photoshop, GIMP)
Sound synthesis & sampling (Reaktor, Kontakt, etc.)	3D modeling & animation (Maya, 3DS Max)
Traditional art (pencil)	Writing & editing

**Experience:** Writing Intern, RudderHaven 2016

- Created concept material for creatures, equipment, locations, and game mechanics in a high fantasy tabletop RPG

Library Staff, Becker College Ruska Library 2014-2017

- Assisted patrons with printing, formatting, research, and other tasks
- Organized books and other media
- Opened and closed the library
- Supervised other student workers