

# Jesse Wonder Clark

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## Skills

**Roles Performed:** CEO, Game Producer, Game Designer, Level Designer, Quest Writer, UI Designer, Programmer, Art Director, Artist, 2D Animator, 3D Animator, Technical Artist • **Proficiencies:** Adobe Suite, Office Suite, Unity3D, Eclipse, Xcode, Quartz Composer, Inkscape, Art of Illusion • **Programming Languages:** Lua, Java, Objective-C, Swift

## Portfolio

[www.jessewonderclark.com](http://www.jessewonderclark.com)

## Experience: Game Industry

**CEO Kydaemos, Greenville SC** **2010-2015**

Pitched investors, drafted business plans, oversaw creation of promotional materials, and managed operations for Kydaemos, a start-up seeking to revolutionizing mobile games through competitive head-to-head wagering.

**iOS Game Producer / Designer / Programmer, Kydaemos, Greenville SC** **2010-2015**

Produced, designed, and programmed on two iOS games for Kydaemos.

**Game Designer, Pileated Pictures, Shelburne Falls, MA** **2008-2010**

Designed, scripted, and art directed adventure games for virtual world *Planet Cazmo*; consulted on UI; consulted on corporate strategy; drafted a character bible and default dialogue for all NPCs.

**Non-Industry Work (See Below)** **1997-2008**

**Level Designer, LucasArts Entertainment, San Rafael, CA** **1996-1997**

Designed levels and wrote dialogue for *Yoda Stories*. Contributing designer on *Full Throttle*.

**Animator/Artist, LucasArts Entertainment, San Rafael, CA** **1994-1996**

Titles: *Day of the Tentacle*, *Sam & Max Hit The Road*, *Zombies Ate My Neighbors*, *Metal Warriors*, and *Outlaws*.

**Technical Artist, LucasArts Entertainment, San Rafael, CA** **1993-1994**

Titles: *Day of the Tentacle*, *Sam & Max Hit The Road*, and *The Dig*.

**QA, LucasArts Entertainment; San Rafael, CA** **1991-1993**

Numerous titles, including: *The Secret of Monkey Island (Macintosh)*, *Empire Strikes Back NES*, and *Indiana Jones and the Fate of Atlantis: the Action Game*.

## Experience: Non-Industry

**Real Estate Investor, Normative Rationale, Los Angeles, CA** **2003-2012**

Led a Real Estate company in locating, rehabbing, and refinancing rental properties.

**Video Producer, San Rafael/Los Angeles, CA** **1997-2003**

Produced half-hour comedies for local cable.

## Education

**BFA Acting, Ithaca College, NY** **1988-1990**

## References

**Contact information available upon request:**

Mike Levine, CEO Pileated Pictures; Dave Grossman, Chief Creative Officer, Reactive Studios; Mark Cartwright, former QA Manager of SEGA of America