

Katelyn Jensen



Artist / Animator / 3D Modeler / Rigger

I've enjoyed creating things my whole life and want others to enjoy them too.

EXPERIENCE

Game Jam, Animator / Artist

2021

I've worked on multiple small teams to create a game within 42 hours. Multiple of the games I've worked on was voted best art.

Internship, Bunch of Nerds

2019

I worked as a concept artist for a children's cartoon. I made 58 characters concepts. I created multiple environment concepts and an opening animation.

NeoRose Gaming, Youtube channel / Tiktok

2015 - current

I have been recording, editing, and uploading videos. I really enjoy making something that gets a laugh. I have also edited more than just gaming videos.

EDUCATION

East Valley Institute of Technology, Tempe, Arizona

2017 - 2018

This is where I first started learning professional art and animation classes. Though I only had a year in the two-year course due to graduation; I managed to crunch a lot of learning into my skull that helped me a lot in college.

University of Advancing Technology, Tempe, Arizona —

Bachelor's in Game Art and Animation

2018 - 2021

While there I worked on many projects with many different teams. I really enjoyed the time I had working in a group setting. Also a huge thanks to my professors for helping me dive deep into the animation process and for accepting the cowboy phase with my artwork.

PROJECTS

Scram-bel — *Provost Game Jam*

I was placed on a team of 6 and tasked to build the best game within the first week of school. We made a racing spelling game: you ran from the principal by spelling words as fast as possible. I made a trailer with real-life acting along with gameplay. I also made the presentation, with details of the steps we took to make the game and trailer. I was very happy with the laughs I got from the audience and the judges.

The Halloween Ball — *Game Jam*

Team of 4, 48 hours, to build a game. We made a visual novel that had a murder mystery tact to it. With only two artists on the team, we won best art.

Boss Simulator — *School Runned Game*

I worked as an Artist and Art lead. I helped direct other team members to the right art style. I made 43+ models for the game which was 95% of the game.

Chandler, Arizona.

Interested? Contact me!

katelynjmailbox@gmail.com



SKILLS

3DS Max Maya

ZBrush Illustrator

Photoshop Premiere Pro

Unity Unreal

AWARDS / ACCOMPLISHMENTS

Provost award: while at UAT during the first week, 17 teams are tasked to build a game by the end of the week. My team won.

Summa Cum Laude / 4.0 GPA: I really strive for perfection. If I fail, I'm always eager to fix it.

President / Secretary of Gay-Straight Alliance Club: while in high school, I realized I really enjoyed leading and working with my club. We held fun fundraisers and even made tie-dye t-shirts!



Theater Thespian (Technician): while in high school, I learned a lot about working on a team. And I learned the technics of designing/building a set and props.

LANGUAGES

English

Basic American Sign Language



