Julia Keren-Detar

917-328-7406

julia@thedancingfridge.com

Experience:

(Aug 2006- Nov 2013) Arkadium: Senior Game Developer R&D / Senior Game Artist
  At Arkadium I worked as a designer, artist and programmer on many custom Flash games, Facebook games, re-skins and advergames, as well as helping design playground/festival games. I helped run the R&D department and was responsible for organizing two international internal company game jams.

2011 - 2013
  R&D dept.: I fostered game idea submission among fellow employees, provided art and code for various game prototypes, encouraged and helped design playground games *Spaghetti Stand-off* and *Super Secret Spies*, both of which were shown at IndieCade as official selection games. I ran two internal game jams, organized playtests, and made sure that the team was on task and hitting deadlines. I also organized visual and audio libraries, and internal company classes.

2010
  Mahjongg Dimensions on Facebook*:* I was the sole front end person on this project for most of 2010. I did both the flash programming as well as the art for things like updates, seasonal bonuses and content. I added new features such as daily spinner and team-score to help with retention and virality.
  Mahjongg Dimensions Deluxe: I did all the tile art (tiles were pre-rendered using v-ray), tile animations, effects, backgrounds and art integration into the engine.
  Picture Pieces / Eclipse Photo Hunt: I was the artist and developer on this game. This photo puzzle game was designed to be easily re-skinned and changed and the art and game design elements can be adjusted externally.
  PBS Get The Math: I made a flash app to help middle school kids with the show's math challenge under the instruction of their educational staff, and participated in their TV show as their game design professional.

2009
  My Sims Online: I was one of a team of artists working on this project. I modeled rooms in Maya, textured the rooms and arranged assets sent by the client (EA). I also designed tile art and an island layout for the game.
  5 Roll: I was the developer on this game (Flash AS3). The game is available across many web networks such as Great Day Games and Microsoft's Bing's game network.

2008- 2007
  Mattel's UB Funkeys: I was both an artist and a developer. I worked on 11 of the original mini games. I integrated art into the games as well as fixed and altered the engines to specifications, as well as created some of the games from the ground up. I also provided art for collectible items and created map animations.

2006
  Mahjongg Toy Chest: I created the tile art and animations for the game, as well as integrated the art into the game engine and added UI features.

(2010-2011) Untame Games: Art Director
  Rope Rescue: I was the art director for this award-winning US Top-10 iOS/Android game and provided all 2D art.

(Spring 2009)   We Add Up: Flash Animator
  We Add Up: This was a flash animation I did for a non-profit.

(Jun 2006 - Aug 2006)   Amaranth Games: Flash Programmer
   Promo demo for *Aveyond*:   I made a flash demo version (Flash AS2) for the downloadable game.

(Sept 2005 - May 2006)   BFA Thesis Project: Flash Artist and Programmer
   Bug Water Glen: I created an educational game in Flash MX (art and code) for my thesis based on 2nd grade Ohio
   science curriculum. I play tested the game in a public school with 130 first and second graders.

Program languages: AS3, AS2, Flash Develop (IDE), XML, javascript, html, (currently learning C#)
Graphic Programs: Adobe Flash, Photoshop, After Effects, 3D Studio Max, Maya, Unity

Education:
        Bachelor's of Fine Art at the Cleveland Institute of Art
Major: Technology Integrated Media Environment (Digital Arts)

Awards:
        Super Secret Spies and *Spaghetti Stand off* were IndieCade official selections 2013.
        Spaghetti Stand off won Best Family Game CO&P NY 2013.
        Global Jam Game NYU: Mushroom 11, Best game design 2012
        Stevie Award Winner: Best Employee Award 2011
        Participated in PBS's award-winning show *Get the Math* 2010
         Conference Associate at the Game Developers Conference 2013- 2007
         GDC Scholarship recipient 2006
        West Virginia Flash Animation Festival: 2006
                 Directors Choice Award for animation short Dinosaur Land
                Runner-up Best Personal website
         Student Volunteer Team Leader at ACM Siggraph 2006
         Special Jury Award CIA Student Film Festival 2005
         Cleveland Institute of Art Honorary Scholarship award 2004