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TLDR: I'm a production artist who has worked in management and external development in the games industry. I play games and create art in my free time.

EXPERIENCE:

Senior Art Outsourcing Producer - Storm 8, San Mateo, CA. (Aug 2022 - Present)

Ellen Garden Restoration, The Property Bros, Home Design Makeover

- Maintaining Confluence documentation and training materials for the team
- Thoroughly reviews art deliverables, then provides art direction for multiple outsourcing vendors and/or quickly resolves/iterates on problematic areas
- Manages the outsourcing production schedule and ensures the work is delivered on time to meet project deadlines
- Monitors outsourced art assets to ensure all brand qualities and style requirements are met
- Communicates closely with vendors, ensuring art feedback is communicated and understood
- Partners with various departments (Product, Production, Art, and Game Design) as the primary communication channel and principal contact for multiple Outsourcing vendors
- Partners closely with the OS Production team to ensure a healthy outsourcing pipeline and strong relationships
- Experience reviewing outsourced art quotes and capable of cost-corrective action and managing purchase requests

Development Manager - Maxis (Electronic Arts) Redwood Shores, CA. (Nov. 2018 - Aug. 2022)

The Sims 4 Packs Shipped:

(Cottage Living, Snowy Escape, Realm of Magic, Journey to Batuu, Paranormal Stuff Pack & Bust the Dust)

- Maintaining the development framework, reporting, risk management, and resource management
- Track execution velocity against milestones and critical deliverables
- Ensure the team has the best practices that allow them to produce high-quality work
- Drive studio, discipline, and craft initiatives
- Foster an engaging, fulfilling, and fun working environment
- Help the team break down complex problems and prioritize the best solutions based on a clear understanding of the studio goals
- Facilitate regular communication with team and partners to provide project status updates

Art Outsource Manager - WB Games San Francisco, CA. (May 2017 - Nov. 2018)

Shipped Titles:

Harry Potter Wizards Unite (iOS/Android)

Games Contributed On:

DC Legends (iOS/Android)

- Create asset spreadsheets for easy tracking along every stage of the production pipeline
- Engage new outsourcing companies based on company needs
- Create tests for outsourcing to gauge the ability to match style consistently
- Manage asset preparation, tracking, and delivery to individual contractors and outsourcing companies
- Manage asset integration upon delivery from contractors/outsourcing
- Create long-term production schedules
- Able to adapt schedule and quickly shift gears if company priorities change

Art Manager - MunkyFun - San Francisco, CA. (March 2015 - March 2017)

Shipped Titles:

League of War: Mercenaries (iOS/Android)

- Onboard new hires
- Delegate tasks
- Asset tracking
- Review resumes and interview potential candidates
- Engage new outsourcing companies based on company needs
- Create tests for outsourcing to gauge the ability to match style consistently
- Manage asset preparation, tracking, and delivery to individual contractors and outsourcing companies
- Manage asset integration upon delivery from contractors/outsourcing
- Create long-term production schedules
- Able to adapt schedule and quickly shift gears if company priorities change
- Supervise art team monthly Milestone deliverables while also driving toward long-term goals

Lead 3D Artist - MunkyFun - San Francisco, CA. (June 2013 – March 2015)

Shipped Titles:

League of War (iOS/Android)

NFL Runner: Football Dash (iOS/Android)

Games Contributed On:

My Horse (iOS)

- Delegate tasks to appropriate individuals and manage art team priorities
- Create asset spreadsheets for easy tracking
- Model hi/low res game assets and characters
- Unwrap/Texture/Rig/Animate game assets and characters
- Troubleshoot issues

3D Production Artist - Zynga - San Francisco, CA. (Aug 2011 to June 2013)

Shipped Titles:

-Battlestone (iOS /Android)

-Forestville (iOS)

Games Contributed On:

-Cityville Hometown (iOS)

-Cityville Holiday Town (iOS)

-Unreleased IP (iOS)

- Developed unique character animations based on animal species and personality

- Created 3D models of characters, businesses, residences, community buildings/sculptures/parks, and decorations.
- Troubleshoot problems involving the character rig, UV maps, textures, and weighting issues
- Worked as a go-between for the TD, Animator, and art asset implementation
- Used auto rigging tool to rig dragons, goblins, and boats/ships
- Created game texture/lumination/pattern maps for dragons and goblins
- Fixed animation issues

3D Character Artist - Playdom - San Francisco, CA. (Feb 2010 to Oct 2010)

Shipped Titles:

-Market Street (Facebook)

- Modeled, textured, rigged, and animated a total of 22 adult avatars and 10 children avatars based on provided concepts

SOFTWARE PROFICIENCY:

Microsoft Excel/Word

Google Docs/Sheets

Jira

Confluence

Asana

Miro

Autodesk Maya

Autodesk Mudbox

Pixologic Zbrush

Adobe Photoshop

Headus UVLayout

Topogun

3DCoat

Substance Painter

Marmoset Toolbag

Unity

SKILL SET:

Interviewing candidates and onboarding new hires

Driving various studio/discipline/training initiatives

Managing Jira Sprints and Kanban boards

Creating Gantt charts

Asset tracking, capacity sheets, general planning

Able to delegate work as needed

Mobile and Social gaming hard surface and organic asset creation

Character modeling high-res/low-res models

Creating believable textures for characters and props

Character rigging and skinning for high-res and low-res characters

Skilled in technical troubleshooting in Maya