RENEE NEJO

SHE/HER

CONTACT
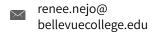
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DISCIPLINES

- Course and Curriculum Design
- Project Based Learning
- Growth Mindset
- Learning Theory
- Game Design
- Level Design
- Games Prototyping
- 3D Sculpting
- 3D Modeling for Animation
- 3D Modeling for Games
- Film Editing
- 2D Digital Illustration
- Visual Storytelling
- Graphic Design/Visual Design
- Adobe Creative Suite
- Project Management
  - Agile/Scrum
  - Waterfall

PROFILE

Energetic and performance driven educator with a mastery of complex visual, written, and instructional competencies that empower student success. Empathetic educator supportive of student learning outcomes using traditional and innovative methods as well as decisive and thoughtful application of learning theory. Inclusive curriculum designer with an eye towards long term skills building; committed to creating new spaces for achievement and creativity by challenging ideologies that no longer serve a diverse student population. Committed and disciplined industry expert with a decade of experience working at many different levels within the video game and 3D design industries.

EDUCATION

WESTERN GOVERNORS UNIVERSITY, Master's in Education in LEARNING AND TECHNOLOGY
EXPECTED GRADUATION - SPRING 2021
- Capstone - Designed an instructional unit to address the unique anxieties of adult learners surrounding technology; teaching technology and an online learning environment.

ART INSTITUTE OF PHOENIX, BACHELOR OF ARTS VIDEO GAME ART AND DESIGN
2011
- Designed several 3D environments and characters for a 3D art portfolio as well as several game design prototypes.

LEADERSHIP

Co-Chair for the Council of Inclusion and Diversity
Bellevue College | 2019 - Current

Primary Faculty Advisor - DMA Student Association
Bellevue College | 2019 - Current

Primary Faculty Advisor - Game Dev Club
Bellevue College | 2019 - 2020

VOLUNTEER

- IGDA (International Game Developers Association), Colorado Chapter, Vice President
- AVID Program, Thomas Jefferson Highschool, Mentor
- IGDA Foundation - Co Director
  - Intel Scholars
  - Women in Games Ambassadors
  - Velocity

AWARDS

1st place - National Climate Change Game Jam
Awarded and acknowledged by Obama/Biden White House and later shown in the Smithsonian

Guest of Honor - Orca Con
Orca Con 2017 (LGBTQ Game Design Conference), Guest of Honor.

PROFESSIONAL SPEAKING

- Game Developers Conference 2015, Empathy in Mechanics
- Game Developers Conference 2016, Natives in Game Dev Panel
- East Coast Games Conference 2016, Empathy in Games Mechanics
- Game Developers Conference 2017, Practical Advice for Newcomers
- IGDA Leadership Summit 2017, Leading with Empathy

EXPERIENCE

TEMPORARY FULL TIME FACULTY

BELLEVUE COLLEGE | BELLEVUE WASHINGTON | 2017 - CURRENT

At BC I have been given the opportunity for deeply fulfilling work on the fundamentals of Gaming Theory, Digital Game Design, Survey of Digital Media, Level Design, Digital Prototyping, Intro to Games Programming, 3D Art, 2D Design and Motion Graphics, and preparing students for the presentation of their work in Digital Media Art related industry.

- Governance
  - **Council for Inclusion and Diversity,** as **Co-Chair,** I work with additional CID leadership and an enlightening and diverse group of faculty and staff to create a forum to discuss equitable opportunities and outcomes for students and staff. While addressing retention and recruitment we work to uplift the voices of CID members to address these challenges.
  - **LGBTQ Task Force**, as a **Member**, I attend regular meetings to discuss challenges and concerns of LGBTQ students, faculty, and staff. I have volunteered time and labor to the BC Pride Festival two years consecutively and worked to support our LGBTQ community members.
- I have introduced industry standards working with creative teams that require an understanding of Agile and Scrum frameworks which provide flexibility for different communication and learning styles. In the classroom I model best practices for working and communicating remotely as these are expectations of the industry. My courses are designed for on-campus, on-line, and hybrid class models.
- Working closely with the DMA Program Chair and Industry Advisory Committee to directly contribute to the design of new DMA curriculum and classes I have:
  - Designed course materials for Game Design Fundamentals, Digital Game Design, Advanced Game Design, and Rapid Prototyping.
  - Continued my personal growth through multiple on-campus learning opportunities such as equity training and consistent collaboration with the DRC and Autism Navigators each quarter.
- As the faculty advisor for the new Bellevue Game Dev club, I continue to work with students to build a space on campus as well as an online community for them to share and create portfolio work outside of the curriculum. This gives them a much needed boost in professional soft skills and the presentation of their work, making them more confident and competitive in the industry.

EXPERIENCE

- Working with the RISE Institute, I am organizing for the third year in a row, the Global Game Jam, having made Bellevue College an official venue for this world wide event. This game jam brings students and local industry professionals together to collaborate on completed game projects that students can later reflect on and include in their portfolios.
- I regularly and consistently include project based learning and growth mindset initiatives in my teaching and Canvas designs for all of my classes.

GAME DESIGN/ART GENERALIST
FREELANCE | DENVER, CO | 2012 - 2019

As a freelancer, I have had the opportunity to build and create many different styles of products solving unique and interesting Game Design/Game Art problems.

Games:

- Gemology - Designed the art and lighting pipeline.
- Gravity Ghost - Direct Client instruction. Created 2D environmental art assets and illustrations.
- Ever, Jane - World Building, 3D/2D Game art and Art pipeline design.
- Scale - Level Design and World building.

LEAD GAME ARTIST
3 TURN PRODUCTIONS | DENVER, COLORADO | 2012 - 2018

At 3 Turn Productions, I contributed to the world building, environment, and level design of a beautiful regency era inspired fictional English town in the Jane Austen universe.

- I worked closely and communicated with the Creative Director, Technical Director and Art Director to establish Art and Design Pipeline studio standards.
- I also created Character, Environmental, and Game UI/UX assets for Ever, Jane. (Video Game)
- Additionally I took on responsibility outside of the job expectations such as overseeing on-boarding and training of junior artists from various backgrounds and across disciplines in and around Game Art and Design.

EXPERIENCE

3D GRAPHICS ARTIST

ORCUTT|WINSLOW | PHOENIX, AZ | 2012 - 2012 (3 MONTH CONTRACT)

Orcutt|Winslow is a prestigious architectural firm in Phoenix, Arizona where I was tasked with creating digital experiences, animations, lighting, and renderings to help represent architectural visions for multi-million dollar projects.

- 3D modelled unique interior design and architectural assets based directly from designer concepts.
- Created moving images, dynamic lighting scenes and cinematic camera shots for client presentations.

REFERENCES

LIZ HOLLERMAN
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