

HI! MY NAME
IS KENDRA.



And I am an Independent Game Developer.

BACK IN THE DAY

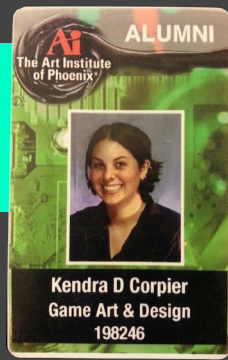
1980's -
1990's



- Grew up with the classics
 - Atari, NES, SNES, Genesis.. the list goes on.
- Spent hours playing video games
- Spent hours working on my computer
- Enjoyed the Escape of saving worlds
 - loved being able to be part of something greater than myself
 - was constantly thinking of ideas that I wanted to make into games
- Took computer graphic classes in school
- Decided to do this for life



COLLEGE!



- When I started in 2001, most schools did not have a game design degree
 - I took 3D animation as a major, but the schools at the time were behind in technology
- In 2002 I dropped out
- In 2003 one of the Art Institutes offered a Game Design degree
 - I started in October 2003
 - I graduated in September 2006 with a Bachelor of Art
- This year, I will be starting my Master's Degree, so that I can teach game development at the college level

WORKING IN REAL LIFE!

- THQ, Inc QA Tester 2007-2008
 - learned how to test games efficiently and find bugs

- Mobile Post Productions QA & certify for mobile 2008-2009
 - This is where I fell in love with mobile game development
 - Learned that I could make my own game, but had to learn programming
 - These were the flip phone days of J2ME and BREW
 - introduced myself to ActionScript 3



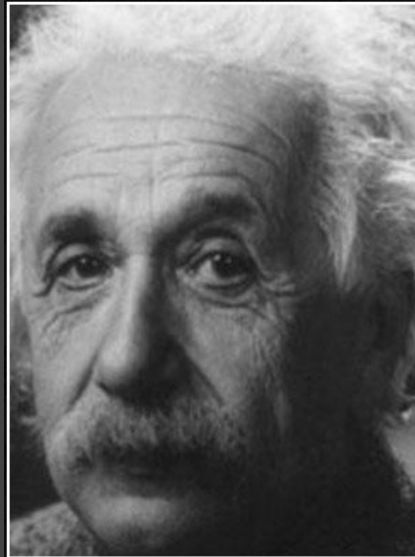
- Dynamic Worldwide Productions Interactive Designer 2009
 - learned ActionScript 3
 - created instructional tutorials in Flash for Juniper Networking
 - learned a lot about video editing and sound editing



- Univision Television Network Media Designer 2010-2011
 - learned more about video editing
 - learned a lot about the press
 - got to go as press to PAX Prime in 2011
 - was introduced to many independent game developers
 - was inspired by the devs from Hello Games to start my own studio
 - Freelanced some artwork for an indie developer making Dekko for iOS



- Left Univision Television for an Opportunity that failed
- Remained unemployed for about a year 2011-2012
 - couch hopped with friends and family
 - did a lot of freelance work
 - ended up working at a gas station for another year.
 - it was not a fun job
 - it allowed me the time to work on my skills without distraction



Failure is success in progress

— *Albert Einstein* —

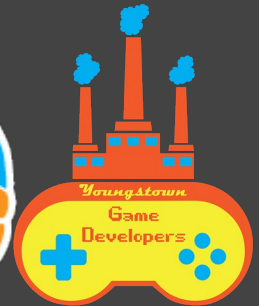
AZ QUOTES

OHIO!

- Moved back to Ohio in February 2013
 - Father had passed away in December 2012
 - wanted to be closer to my family
 - I love Youngstown area, no matter what anyone says
- Austintown Schools Media Tech 2013 - 2014
 - got to work with students
 - helped run the school TV station and rebranded the entire campus
 - found that I enjoyed helping others learn about game development
- Mnuteman Press Senior Graphic Designer 2014 - 2017
 - learned about print marketing
 - learned about the print process
 - found ways to get promo swag to market myself



- The Vindicator Multimedia Specialist 2017 - Current
 - learned about Livestream / podcasts
 - found networks to market and network to
 - Learned about different groups in the community
 - Meet lots of important and influential people
- Eimear Studios LLC Founder, Indie Game Dev 2012 - current
 - I experiment with different ways to make games
 - I program, market, design, create etc. video games that I want to make
 - I have fun
- Youngstown Game Developer 2014 - current
 - Myself and others speak about different topics
 - Organize events for fellow developers
 - network and learn from like minded people
 - make new friends :)
 - Meetup is now called Coal Creek Game Developers, run by Alex Nischwitz
 - Website is still Youngstown Game Developers and is a video game news, resource, and job hunting for game devs and is run by me

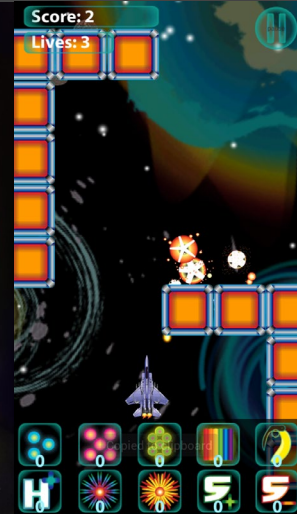


- Monkey Wrench Custom Computer Gear 2017 - current
 - This is a hobby company that my fiancée and I run
 - Work on and service computers
 - Build custom computers and cases
 - Still in the works with the online store
- KC Designs 2016 - current
 - This was created to separate my Eim-Games work from my freelance work
 - This is the title I use for freelancing
 - Currently working with a game studio in the United Kingdom

[Click Here](#) for Portfolio of Work



- Cuyahoga Community College 2017 - current
 - I am an Adjunct Professor
 - I teach graphic design and game design classes
- GoDaddy Blog 2018 - current
 - I write for GoDaddy's Blog, on a per project basis
 - I have written 5 articles for them
 - 2 are available to read
 - 3 are currently scheduled for release in May



EIMEAR STUDIOS LLC



- The name of my studio
- Got my LLC in 2011 AZ, 2017 OH
- Started with a blog and ActionScript 3
 - write tutorials
 - experimented with various blog article types
 - write a developer journal
- Made some games
- By 2013, ActionScript 3 was a dead language
 - it is still used, but is not good for making most games
- Started working on Epicurus Unvorsum for Android mobile
- Working on a Steam game with studio in the UK



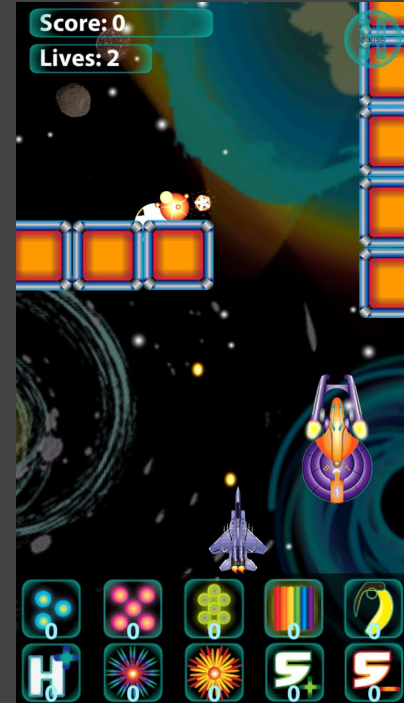
EPICURUS UNVORSUM

EPICURUS



UNVORSUM

- launched the Kickstarter in September
 - learned a lot about crowdfunding
- started the project as a tool using Actionscript 3 to look good at interviews
 - it worked. I've had a lot of jobs using this prototype
- it's taught me a lot about Unity
 - switched to Unity so I could start to complete the game, back in January 2015
 - learned Javascript and C# so I could use Unity
 - converted all of my classes to C#
 - fell in love with Unity
- Available on Android mobile via the Google Play Store



YGD - YOUNGSTOWN GAME DEVELOPERS

- I founded and was lead organizer in December 2014 - December 2017
- Am still a member
- Lots of Meetups, including Game Jams
- We've grown a lot with professionals, enthusiasts, and students
- We all help each other out, learning new things and having fun
- We are all over the web, including our own site: youngstowngamedevelopers.com



GLOBAL GAME JAMS



- Great way to make new developer friends, and networking with like-minded people
- A fun 48 hours of sharing ideas, learning new things and meeting other game devs
- Learn new dev tools



WHY DID I SHARE ALL OF THIS?

- Career opportunities
- No one will tell you to do it, you have to push and motivate yourself
- Networking is important
- Staying active and always using your brain is key



- Learn from the jobs you take because every job has something useful for you to learn, even the worst jobs
- Be social: network with local groups, join forums, like and tweet on Facebook and Twitter, attend events and speeches to meet people
- Most importantly, love what you do. Make the projects you want to make and that mean something to you. And if you don't know how, ask or Google search.



SAY HI TO ME!



kendra@eim - games . com



youngstowngamedevelopers . com



@eim_games

screenshot saved.

