

Hi! My Name is Kendra.



And I am an Independent Game Developer.

Back in the Day



- Grew up with the classics
 - Atari, NES, SNES, Genesis.. the list goes on.
- Spent hours playing
 - sometimes hours turned into days
 - after school Super Smash Bros., Mario Kart and more
- 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

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



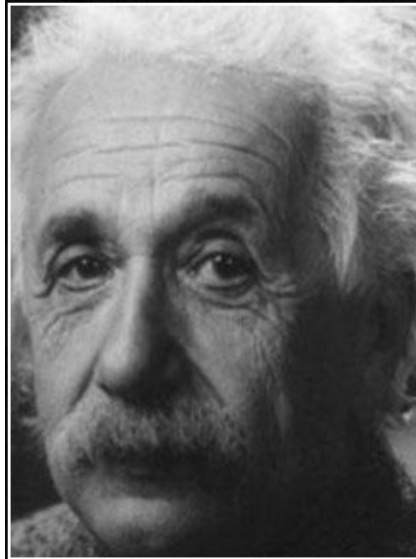
- Dynamic Worldwide Productions Interactive Designer 2009
 - learned Actionscript 3
 - created instructional tutorials in Flash for Juniper Networking
 - learned a lot about video editing and sound editing
 - was fired. It happens.



- Univision Television Network Media Designer 2010-2011
 - learned more about video editing
 - learned a lot about press
 - started a blog
 - got to go as press to PAX Prime in 2011
 - was introduced to independent game developers
 - was motivated by the guys from Hello Games when I interviewed them
 - Freelanced some artwork for an indie developer making Dekko for iOS



- Left Univision 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



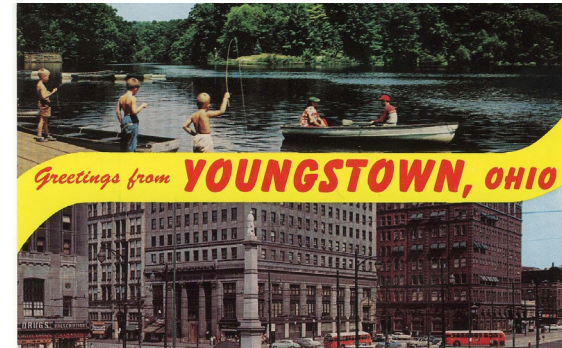
Failure is success in progress

— *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 - current
 - learned about print marketing
 - learned about the print process
 - found ways to get promo swag for marketing
- Eimear Studios LLC Founder, Indie Game Dev 2010 - 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 :)



Eimear Studios



- The name of my studio
- Got my LLC in 2010
- Started with a blog and ActionScript 3
 - wrote 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
- took over YGD with Bill Jones in December 2014



Epicurus Unvorsum

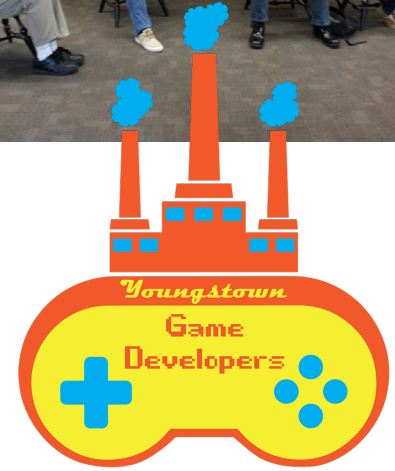
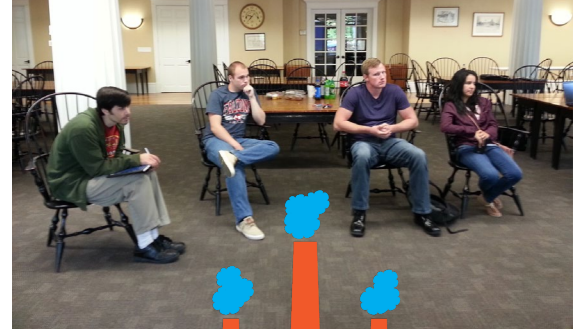


- launched the Kickstarter in September
 - is running through October 31, 2015
 - learned a lot about crowdfunding
- started the project as a tool using Actionsript 3 to look good at interviews
 - it worked. I've had a lot of jobs using this prototype
- it's taught me a lot about Unity
 - switched to 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
- Opt in to play demo
 - <https://play.google.com/apps/testing/com.EimearStudios.EpicurusUnvorsum>



YGD Youngstown Game Dev

- Bill and I took over in December 2014, after the initial launch in October 2014
- We've grown a lot in the first year with professionals and hobbyists and students
- We all help each other out, learning new things
- Will be hosting a Game Jam at McDonough Museum on April 1 - 3
- We are planning a convention called *IDEA: Youngstown* for next year, TBD



Global Game Jam 2015



- I attended with Bill and met a few people; we called ourselves Team Teamless
- A fun 48 hours of sharing ideas, learning new things and meeting other game devs
- Our game, Cataraction, won the local award for Diversity



Gameloadng Movie Screening at Mo

- YGD co-hosted with other like minded networking groups
- Got to see the only movie theatre screening in the US of the game dev documentary called *Gameloadng: Rise of the Indies*
- We gave out prizes
- Had a speech from indie developer owners and founders of SGM Games near Akron, OH



Why Did I Share All of This?

- Indie Game Developers define themselves
- No one will tell you to do it, you have to push and motivate yourself
- Finding ways to make your current situation work can be tough
- Being financially successful in indie game development alone is a lot of work, and sometimes you'll need another job to support you



- Learn from the jobs you take because being indie means you are the business, you need to run and know what to do
- 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 game you want to make. And if you don't know how, learn how.



Say Hi to Me!



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