# Jennifer Cutler
## Creative Director, Games & Interactive

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**Profile**

Seasoned Creative Director with many years experience leading teams while creating exceptional games and interactive content for big brands!

**Experience**

### VP / Creative Director, Jet Morgan Games: 2008-Present
As co-founder, Vice President and Creative Director I helped facilitate the growth of a two person start-up into a 20 person corporation of artists, animators, developers, producers and an extended network of contractors. Over the course of a decade I oversaw, managed and contributed to the design and development of over 150 games and interactive experiences for repeat clients and their brands which include; Mattel, Disney, Activision, THQ, Hasbro, Spin Master, Bandai, Cartoon Network & Disney Imagineering.

### Senior Interaction Designer, Age of Learning: 2016-2019
Worked within the website core product team on ABCmouse.com as well as the Mastery product team which focused on adaptive, educational game design and development for young students (preschool - 2nd grade). Day-to-day, I provided support to the team by delivering wireframes, UX flows, storyboards, illustrations, UI designs & 2D animations.

### Supervisor of Creative Development, Mattel: 2006-2008
Oversaw a portion of the internal design staff and helped lead the production of games, websites and activities for Mattel's many online brands, including; Barbie, Barbie Girls, Polly Pocket, Hot Wheels, My Scene, Pixel Chix, Teen Trends, Everything Girl.

### Senior Digital Illustrator, Mattel: 2004-2006
As an in-house senior artist I created 2D animations, illustrations and design for various activities, games and websites including; PollyPocket.com, Barbie.com, MyScene.com, Hot Wheels.com, TeenTrends.com and EverythingGirl.com.

### Art Director, eCity Interactive: 2003-2004
At this boutique interactive agency, I worked closely with the Creative Director providing animation, illustration and interactive design for various projects and clients.

**Education**

Bachelor's Degree, Computer Animation

**Skills**

Creative Direction, Art Direction, Creative Briefs, Creative Writing, IP Creation, Graphic Design, Illustration, Character Design, Game Design, 2D Animation, Wireframes/UX Flows, Storyboards, Facilitating Team Feedback, Collaborating with Stakeholders/Clients, Determining Product Scope, Schedule & Deliverables.

**Software**

Adobe Creative Cloud Suite (Photoshop, Illustrator, Animate, Premier, After Effects), Microsoft Office (Word, Excel, Power Point).

**References**

*Available by request!*