

Lauren Renaux

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Portfolio: www.laurenrenaux.com

TECHNICAL PROFICIENCIES

Certified Scrum Master (CSM)
Adobe Suite: Photoshop, Illustrator, InDesign, Bridge
Google Suite: Drive, Sheets, Docs, Etc.
Microsoft Suite: Office, Excel, PowerPoint, Publisher
HTML & CSS
JavaScript & Python
Expression Web
QuickBooks
Android Studio
Unity
HelpShift & Salesforce: Desk
Charles Logs
Perforce & Github
JIRA & Confluence

SKILLS

Communication & Organization
Illustration
Concept Design:
Character, Object, Costume, Environment
Costume Design & Creation:
Pattern-making, Sewing, Tailoring, Sculpting
Prop Design & Creation
Storyboarding
Animatics
Graphic, Logo Design
Comics
Photography
Video, Photo editing

EXPERIENCE

Stream Captain

October 2021 - Present

Art Producer

Manage 60+ distinct pixel art character skins through art pipeline each week, throughout concept, animation, and finally implementation.
Manage a team of artists and outsourcing houses and their tickets, timing, and feedback
Assign tickets and balance workloads against project priorities and deadlines.
Provide thoughtful and helpful artistic feedback on each ticket for both concepting and animation
Provide feedback to the internal team on processes and efficiency; collaborate with team on improvements
Ensure each asset is correctly made, named, and placed each week.

Imangi Studios | Full-Time

Associate Producer

September 2020 - October 2021

Maintain constant and positive communication channels between all departments within the game studio, including Design, Art, Engineering, QA, Community, and Stakeholders.
Develop and manage timelines and production schedules, including longer-range roadmaps and shorter sprints, and work closely with Leads to maintain.
Serve as scrum master to all feature development teams
Provide regular updates and status reports on the state of the project(s)
Update and maintain project management software configuration like workflows, task fields, etc.
Contribute to building and maintaining a strong, open, and supportive office and company culture through regular, transparent communication.
Compile data, charts, and visual assets for the creation of team-wide presentations

Imangi Studios | Volt Contractor

Production Assistant

March 2020 - September 2020

Responsible for JIRA and Scrum Sprint Support for multiple projects
Communicate with and coordinate between Outsource and In-house on complex tasks
Balance the needs of multiple projects and teams with overlapping members and schedules
Create and curate meeting documentation on Confluence, both technical and administrative
Created art and graphic design assets as needed to relieve stress on teams

Quality Assurance Tester

March 2019 - March 2020

Provide feedback and report bugs, glitches, and other unintended issues through Jira
Re-create and verify issues for visibility and resolution
Systematically record data and testing to determine possible root cause in reporting
Capture device logs for engineer review through Unity and Charles
Collaborate with developers and other QA members to ensure testing is efficient and accurate

Epic Games, Inc. | Volt Contractor

Player Support Representative (Fortnite)

February 2018 - March 2019

Track upticks in tickets related to in-game bugs or issues
Report wide-spread, ticket-driving bugs or issues to lead for resolution
Update player accounts, mitigate compromise, provide refunds
Resolve and advice players' issues and complaints
Provide accurate, complete, and easily understandable information

Wine & Design | Cary & Apex

Artist Instructor

October 2017 - March 2020

Give specific, guided artistic instruction
Provide customers with a relaxed, professional environment
Advise customers in painting technique
Assist with sales, answer schedule and pricing inquiries

Network Performance Healthcare

Administrative Assistant

May 2014 - December 2016

Entered and balanced QuickBooks accounting records
Called vendors, providers, etc. to fix discrepancies
Simple repair and reload on client computers
Work long hour weeks as needed

PROJECTS & AWARDS

Various Exhibitions

Exhibited and sold personal artwork at the following events: GalaxyCon Raleigh (2021), GalaxyCon Richmond (2019, 2018), Asheville Regional Anime Con (2019), Gamgacon (2019), VCU Communication Arts Show (2017), ZineFest (2019, 2015), Animazement (2015)

Global Game Jam: WillowTree

January 2018

Participated in WillowTree's three-day Game Jam as lead artist
Created game assets; animated sprites totaling 60 frames, still sprite art, cover art
Worked under tight, weekend time frame to produce a multitude of art assets

Emanata: VCU Comics Anthology

November 2016 - April 2017

Created a multi-page comic on strict deadline
Worked with an editor and made edits as requested
Published in 2017 print edition and sold in local bookstores

Web Design: CRSA

June - August 2016

Met with executive director and upper management to define goals and scope
Designed customizable HTML website
Submitted designs for approval and updated site as requested

Scholastic Silver Key Visual Arts: Painting

February 2013

EDUCATION

Virginia Commonwealth University

August 2013 - May 2017

Bachelor's Degree in Fine Arts, 3.8 GPA
Communication Arts Major, Computer Science Minor
Magna Cum Laude with Honors College Distinction
\$60k Provost & \$20k Honors Scholarship Recipient
Phi Eta Sigma member