

MIA KENNEDY

Producer || Visual Storyteller

Los Angeles, CA
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Education

- **B.A., Art and Design: Games and Playable Media**
University of California, Santa Cruz
Sept. 2017 - June 2021

Software Skills

- **Adobe:** After Effects, Animate, Illustrator, Lightroom, Photoshop, Premiere, XD
- **Microsoft:** Word, Excel, Powerpoint
- **Google:** Docs, Form, Meet, Sheets, Slides
- **Atlassian:** Jira, Confluence, Trello
- Slack, Salesforce
- Figma
- Unity Game Engine

Programming Languages

- CSS, HTML, JavaScript
- C++, C#, Java

Leadership and Honors

- **2021 UCSC Games Showcase:**
 - **Capstone Production Award**, Alone, Not Lonely
 - **Secret Bonus Award**
- **Film Production Coalition, UCSC**
 - Four animated shorts presented at UCSC's quarterly film festival (2018 - 2020)
- **Kayne Scholars, America Needs You** (2017 - 2021)

Experience

Ronday, Remote Location Sept. - Dec. 2021
Assistant Producer

- Maintained communication with the Lead Producer, QA, External Vendors, and the Engineering Team
- Supervised and assisted the team with day-to-day tasks, tracking our daily updates and progress in Jira
- Created on-boarding documentation, and developed a calendar system for Ronday and its outsourced companies

Backyard Labs, Remote Location June - Sept. 2021
Producer, UX Designer

- Developed a production plan for the remote-based summer team and tracked our tasks and milestones using Jira
- Corresponded regularly with internal and external team members to ensure an effective and positive production cycle
- Designed UX wireframes in Figma to establish screen layouts and visual aesthetics

Year Up, Los Angeles, Culver City, CA June - Sept. 2019
Corporate Engagement Intern

- Handled meeting preparation, assisted in planning partner events, and developed a semi-annual company newsletter
- Updated the site's partnership renewal decks, and documented company partnerships and student placements in Salesforce

Projects

Don't Eat Me - PC Game July 2022 - 2023
Producer, Programmer, Level Designer

- Assembled the team's production plan and supervised tasks using Google Workspace applications
- Implemented core systems and assets into our Unity project

Alone, Not Lonely - PC Game Nov. 2020 - June 2021
Producer, Creative Director, Concept Artist, UI Artist

- Constructed and oversaw our production plan
- Established the creative direction and contributed in-game artwork and interface assets

Waves of Memory - PC Game May - June 2020
Narrative, Concept Artist, UI Artist, Sound Designer

- Developed pre-production assets to guide our creative direction
- Produced in-game assets: cutscenes, music, and sound effects