

Leah Causey Knighton

Game Developer | Creative Director | Animator

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W www.leahknighton.com

Creative professional seeking career growth with an established company

Experience

Ker-Chunk Games - Norcross, GA
CCO and Co-Founder

2014 - 2020

Games and IP

- Chief Creative Officer responsible for Character, Narrative, and Visual Direction
- Lead character artist and animator
- Company focus was on empowering women players and other underrepresented groups
- Successfully launched three iOS mobile games that were featured on the global app store:
PrinceNapped, Call Me Phrasy!, Nimblitz
- Developed *Puppet Minis*, a customizable 2D puppet package for the Unity Asset Store
- Created social media content and ran campaigns for launched games
- Explored new ideas and technologies for reaching target demographics
- Partnered with Drowning Monkeys to co-develop *Call Me Phrasy!*

Creative Design

- Successfully ran a B2B design agency with multiple accounts
- Brought expert brand management and development expertise in gamification, advertgaming, print media, and cloud projects
- Produced videos, prototyped games, assembled discovery decks and generated trailers.
- Created *Rainbow Tree Stickers* for iMessages to normalize the representation of LGBTQIA families
- Led event booth design projects for summits including: AWS re:Invent, Google events, Microsoft events, etc.
- Mentored interns and trained designers on the Adobe Suite, Unity, and creative design while providing direction to successfully complete client-facing projects
- Clients and Partners included: Holistic Design Inc, Dodles, Mattel, Cloudreach, Cloudamize, Emergent Learning LLC, Relus Cloud, ReluTech

Kooler Ice - Byron, GA
3D Artist

2015 - 2016

- Generated 3D models and animations for stand-alone ice machines
- Designed and brought a Kooler Ice Mascot to life for use in several animation sequences to teach consumers machine features
- Software utilized:
Maya - 3D modeling (Character and Environment), 3D Animation
Photoshop - Texturing
After Effects - Post-Production
Premier - Post-Production

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Experience (cont.)

Aberle Films - Portland, OR

2012 - 2013

Contract 3D Modeler and Texture Artist

- Created 3D models for the Donkey Ollie series
- Hand painted texture sheets for each character
- Software utilized:
Maya - 3D modeling (Character and Environment), UV layouts
Photoshop - Texturing

Education

Savannah College of Art and Design (SCAD) - Atlanta, GA

2009 - 2012

B.F.A in Animation

Technical Skills / Abilities

- Character, Narrative, and Visual Direction
- 3D modeling in Maya, Zbrush, and 3ds Max
- 2D and 3D Animation in Maya, Unity, Photoshop, and After Effects
- Proficient in the Adobe Suite
- Creative Design and Marketing
- Video Editing in After Effects, Premier, and Media Encoder
- Unity 3D Certified Developer (2016)

Accomplishments

- Scholarship recipient for Amplifying New Voices at GDC 2020
- Winner of the 2014 SIEGE Investment Competition for Ker-Chunk Games
- Judge for the Indie Pitch Competition at DreamHack Atlanta
- Speaker & Panelist: SIEGE, Startup Riot, Southern Fried Gaming Expo, and Momocon
- Participant at the Indie MegaShow representing Ker-Chunk Games

Organizations

- Georgia Game Developers Association - Member
- International Game Developers Association - Member