

JESSICA ZAMORA

CREATIVE DIRECTOR

CONTACT ME

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LANGUAGE SKILLS

English (Native)
Japanese (JLPT N2)

\$45k+ in AWARDS

Middlebury Grant for Japanese - 2021
Toshizo Watanabe Scholarship - 2018
Japan & U.S. Friendship Commission Grant - 2018
Microsoft Imagine Cup Honor - 2011

OUTREACH

Keynote Speaker - 2018
UC Santa Cruz MESA Senior Showcase
Technology Representative for Nintendo - 2018
Advancing the Careers of Technical Women (ACT-W)
Peer Mentor & Student Ambassador - 2010 to 2013
UC Santa Cruz School of Engineering






RECOMMENDATIONS

Mario Maker & Pokemon Smile Director - 2018
「人間関係構築力の高さです。プロジェクト内でメンバーとの信頼関係をきちんと築き上げているだけでなく、仕事、プライベートの両方において良好な人間関係を構築しています。」
Yosuke Oshino

Game Design Director, Riot Games - 2016
"Extremely intelligent designer who is always willing to challenge perception to come up with the best solution for the player."
Stephen Mortimer

Game Director, Romero Games - 2014
"Jessica is an exemplary leader and her passion for games is shown in all aspects of her life."
John Romero

EXPERIENCE

-  JAN 2023 - PRESENT Bellevue, Washington
The Pokemon Company International - **Design Lead**
• Being the very best like no one ever was
• Mentoring junior designers
• Feature spec writing and flow creation
-  OCT 2021 - SEPT 2022 Shinagawa, Tokyo
PlayStation Japan (Team ASOBI) - **Game Planner**
• 3D action level design and layout sketches
- APRIL 2021 - SEPT 2021 Nihonbashi, Tokyo
Genius Sonority - **Game Planner**
• Level design creation and outsource reviewer
- SEPT 2019 - FEB 2021 Shinjuku, Tokyo
SOFT GEAR - **Game Planner**
• Game pitch creation to external partners
-  JUL 2015 - JUL 2018 Redmond, Washington
Nintendo Software Technology (NST) - **Game Designer**
• Taught level design to team members
• Level creation & progression curve tuning
• Managed multiple prototyping teams
• Lead user game testing & analysis with kids 6-8
- DEC 2013 - DEC 2019 Millbrae, California
Meow Puff Games - **Founder & Independent Developer**
• Founded a company, hired candidates, developed the game, and acquired Kickstarter funding
- JUN 2014 - JUN 2015 Redwood City, California
Storm8 - **Game Designer**
• 300+ levels created including FTUE & end content
- JUN 2013 - MAY 2014 Santa Clara, California
PlayNext (prev Aeria Games & Entertainment) - **Game Designer**
• System design tuning for 1000+ card economy
-  SUMMER 2021 Remote - Tokyo
Middlebury College - Intensive Japanese Program
- JUN 2019 Yokohama, Kanagawa
Inter-University Center (IUC) - Advanced Japanese
-  2009 to 2013 Santa Cruz, California
UC Santa Cruz - B.S. Computer Science: Game Design

EDUCATION

GAME PROJECTS

Mobile - Android & iOS, Desktop, PS5, Nintendo Switch, Wii U, 3DS

