JENNINEXUS · GENERAL RÉSUMÉ · OCTOBER 2026

Jennifer Sylvester

Job Title: 3D Artist · Game Developer · AI & Creative Tools

jenninexus@gmail.com · jenninexus.com · GitHub · West Coast / Remote

I build characters, interactive experiences, and the tools that help creative teams finish them. At Martian Games since December 2011, I bring hands-on 3D craft, Unity implementation, and AI-assisted production from concept through delivery.

WORK EXPERIENCE

Co-Founder · 3D Artist & Frontend Developer

Martian Games LLC

December 2011 – Present · West Coast / Remote

- Character creation and custom apparel in Character Creator 4; body and facial rigging, reskinning, and animation for real-time use.
- Lighting, materials, composition, environments, props, and interactive UI; Unity scene implementation with C#, Shader Graph, Timeline, and particle effects.
- Production contributions across PC, VR, and web games, including Purgatory Fell VR, Botborgs, Tank Off, and Cow Defender.
- Integrate generative asset workflows and custom AI tools; coordinate art and engineering, organize reusable assets, and optimize against performance budgets.

AI Trainer – Game Development Expert

Handshake AI Fellowship

June 2026 – Present · Contract / Remote

Develop and evaluate domain-specific prompts and model outputs for game development and real-time 3D. Author rubrics and written feedback focused on technical accuracy and creative-production workflows.

SKILLS

3D & real time: Blender · Character Creator 4 · iClone · 3ds Max / V-Ray · Maya · ZBrush · Substance tools · Unity / C# · Unreal / C++.

AI & tooling: Generative-AI workflows · prompt design · model selection, fine-tuning and evaluation · role-specialized agents · Python · production-tool integration.

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JENNIFER SYLVESTER · EXPERIENCE & SELECTED PROJECTS

Creative craft. Practical tools.

SELECTED PROJECTS

Agency — Custom AI Agents & Production Workflows

Designed and operate role-specialized AI agents with defined responsibilities and audit protocols to support studio work. Explore Agency

PDF Designer — Local-First Document Tools

Built a reusable résumé toolkit with a private claim vault, Design Hub, and coordinated light/dark PDF exports. View PDF Designer

Synagen — 3D & AI Pipeline Contributions

Contributed 3D content, character and asset pipelines, and WebGPU delivery alongside my partner, Synagen's creator and lead developer. Explore Synagen

ADDITIONAL EXPERIENCE

Freelance Digital Artist · 2011–Present. Creator brand packages, animated emotes, channel graphics, and custom 3D brand assets for Twitch and YouTube.

Voice Acting & Game Audio · 2012–Present. Character voices, narration, game SFX, and session recording. Credits include Purgatory Fell VR, Creator Crate, and Chronicle Unit 8. Credits & voice work

Creator & Live Broadcaster · 2013–Present. Game-development and creative-media videos, live demonstrations, capture, editing, and publishing. PAX West VR demonstrations and media since 2018.

Bay Area Model's Guild · 2008–2011. Contracted live art model for studios and schools, including Pixar, ILM, and Lucasfilm; a foundation in anatomy, gesture, and composition.

EDUCATION

High school diploma and some college, general education and art · Ventura, California. Additional communication and team-leadership coursework at Landmark Education; aerial-arts training at Circus Center, San Francisco.

SERVICES & COLLABORATION

Web & media: HTML / CSS / Sass · JavaScript · Git · voice acting and narration · DaVinci Resolve · OBS Studio · Audacity · FL Studio.

Game development · 3D characters and apparel · real-time art and UI · customized AI tools and agents · AI workflow integration and consultation · voice and creative media. Scope, timing, and availability confirmed by inquiry.

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WORK EXAMPLES · CREATIVE SYSTEMS

From idea to production.

Game art, interactive implementation, and AI-assisted tooling in one collaborative production practice.



Agency concept artwork — a visual identity for the AI studio framework, rather than a screenshot of the software.

SYNAGEN · 3D PIPELINES & REAL-TIME DELIVERY

I contributed to Synagen's 3D content pipelines, character and asset systems, and browser-facing WebGPU work alongside its creator and lead developer. My focus connects visual craft to interactive implementation.

Characters & Apparel

Custom CC4 clothing, footwear, hair, and character looks; body and facial rigging, materials, and real-time presentation.

Scenes & Interfaces

Lighting, composition, environments, props, and UI implementation that carry the intended visual direction into a working experience.

EXPLORE THE WORK

Game-development portfolio · 3D art on ArtStation · Synagen

> Game images show studio work; individual contributions are described separately.

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WORK EXAMPLES · AI TOOLS & CONSULTATION

AI with a defined job.

I design and operate role-specialized AI agents, and connect generative models to practical creative workflows.

AGENCY · ROLES, OWNERSHIP & REVIEW

The framework gives each specialist a role, personality, file responsibilities, and audit protocols. Its agents support real work across studio projects and repositories.



Character & rig workflows



Visual systems



Coordination & audits



Game-production support



Playtest & live operations

Concept portraits illustrate the agent roles.

PDF DESIGNER · A WORKFLOW MADE REUSABLE

A local document studio built around a private claim vault and editable HTML. Its Design Hub, light/dark exports, and document checks make repeatable production easier to manage and review.

WHAT I OFFER

- Custom agent roles, skills, instructions, and review workflows adapted to a team’s actual tasks.
- AI-tool selection and integration for concepting, assets, documentation, and production support.
- Hands-on consultation to identify useful automation and keep human craft and verification in the loop.

Agency framework · PDF Designer source · More tools & projects

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WORK EXAMPLES · SHIPPED GAMES & CREATIVE PRODUCTION

Built for real players.

Selected Martian Games titles from the studio catalog. My broader production work spans 3D art, characters, interactive scenes, UI, AI workflows, and collaboration across art and engineering.



Air Wars



Tank Off



Purgatory Fell VR



Botborgs



Soccar



Kart Wars

FROM CONCEPT THROUGH DELIVERY

Generative concepting and assets feed an iterative production loop: select the right tools, refine the craft, implement in real time, and review the result. Reusable assets and clear handoffs keep the team moving.

Voice & media: character performance, narration, game SFX, live demonstrations, and production-ready video complement the interactive work.

Studio catalog · Personal game portfolio · Media kit · Discuss a project

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