

SUMMARY

I specialize in Interactive Computer Arts & Game Design with a strong focus on Unity3D, Blender, and AI-assisted pipelines. As co-founder of Martian Games LLC, I lead the development of immersive games for PC, VR, and Web platforms, while integrating next-gen tools like Stable Diffusion and ChatGPT for asset creation and intelligent system design.

My passion lies in merging technology with creativity to build meaningful interactive experiences. I thrive in collaborative environments and constantly evolve my skillset to stay at the cutting edge of game dev and AI tooling.

EXPERIENCE

MARTIAN GAMES – FRONTEND DEVELOPER

Co-Founder

Dec 2011 – Present · 12+ years · West Coast / Remote

As an indie studio co-founder, I've contributed to every layer of the production pipeline — from systems design to real-time implementation. Notable titles include: Botborgs, Purgatory Fell VR, Cow Defender, and more.

KEY RESPONSIBILITIES

- Interactive Level Design and UI Implementation
- Character Creation, Rigging (Body and Facial), Reskinning
- AI-Powered Asset Pipeline Integration
- Team Coordination (Art and Engineering)
- Asset Optimization and Front-End Engineering

TOOLS & TECHNOLOGIES

- Unity, Blender (C#, Shader Graph, Timeline)
- AI Tools including Stable Diffusion, Prompt Engineering, and ChatGPT
- 3D Character workflows using Character Creator 4 and iClone
- Simulation with NVIDIA Omniverse
- Video production with DaVinci Resolve and OBS Studio (Live Streaming)
- Web Dev: HTML, SAAS, JS, PowerShell, VS Code, Cursor

SKILLS

- Artificial Intelligence (AI)
- Procedural Design and Prompt Engineering
- Game Development, Live Broadcasting, Rapid Prototyping
- Multiplayer and Web Game Architecture

SOFTWARE SUITE

- Unity
- Blender
- Photoshop
- Reallusion
- OBS
- FL Studio

PARTNERS & CLIENTS

- CrazyGames
- Steam
- Poki

EXPERIENCE CONT'D

VOICE ACTING, INDIE FILMS

2012 to Present

Remote and On-site

- Avengers: House of M: 3D animated fan-made series
- Purgatory Fell VR: Steam game
- Creator Crate: Steam game
- Chronicle Unit 8: Steam game
- Interstellar Bandit: Itch.io game
- Newgrounds: Launch, Red-Head Deception, Robo-Granny demo

Skills: Audio Recording, Media Production, Voice Acting, Video Games

PAX WEST – VR & MEDIA

Annually since September 2018
Greater Seattle Area

PAX Pinny Arcade Expo is a gaming expo featuring video games, tabletop, classic arcade games, and more. I led VR demonstrations, and Media.

Skills: Social Media Production, Broadcasting, Game Development

BAY AREA MODEL'S GUILD – ART MODEL

2008 - 2011

San Francisco Bay Area, On-site

Contracted through BAMG: the Bay Area Model's Guild, I worked as a live art model at various schools and studios including:

- SAE Expression College
- Pixar Animation Studios
- Industrial Light and Magic
- LucasFilm LTD
- San Francisco Community College and State University

Skills: Fine Art, Art Model, Performing Arts

YOUTUBE

2013 - Present

Channels:

- DIYWJENNI: Fashion, beauty, and self-care
- JENNINEXUS: AI Tools, New Tech, Vlogs, & Game Dev
- JENNIPLAYSGAMES: Live Gameplay
- Combined subscriber count: 9400

Skills: Media Production, Video Editing

TWITCH

2013 - Present

Live Game Development and gameplay.

Skills: Online Broadcasting, Live Coding, Social Media, Gaming

ONLINE COMMUNITY

- Facebook 5000 followers
- Twitch 4600 followers
- X 3400 followers
- Discord 300 members
- Combined community: 13k

EDUCATION

VENTURA, CALIFORNIA

High school diploma & some college: General Education and Art

LANDMARK EDUCATION

LOS ANGELES CALIFORNIA

Personal development courses:

- Communication: Access to Power
- Communication: The Power to Create
- The Team, Management, and Leadership Program

CIRCUS CENTER

SAN FRANCISCO, CALIFORNIA

Aerial Arts training: Lyra, Rope, and Conditioning

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