

Jasmine Persephone Jupiter

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Experience

Blizzard Entertainment – Irvine, CA

Associate Narrative Game Designer (*Odyssey*), August 2022-March 2024

- Developed and pitched narrative concepts to internal and external teams
- Collaborated with other disciplines to create engaging characters and player classes
- Developed paper design models for compelling and coherent game systems
- Implemented in-game text for missions and items
- Partnered with the Lore Team to maintain narrative documentation in Confluence
- Communicated IP information to stakeholders through presentations
- Consulted with subject matter experts to ensure cultural sensitivity in representation

Scholars Collective – Long Beach, CA

Curriculum Developer & Educator, March 2022-August 2022

- Developed and taught a game design educational program for middle schoolers

University of Southern California, Art History Department – Los Angeles, CA

Research Fellow & Grant Writer, September 2019-September 2021

- Pitched a multidisciplinary VR project to the National Endowment for the Humanities

Anomaly Productions – Laguna Hills, CA

Animator, February 2018-January 2020

- Created 3D art for comic books published by Image and Marvel

Plan B Entertainment & Bad Hat Harry – Los Angeles, CA

Development Intern, January 2016-August 2016

- Provided creative feedback on film and television scripts

Credits

Narrative Supervisor/Localization, *Shelter* (2021)

- Collaborated with a multinational team across three languages to craft an impactful story

Design Lead, *Operator* (2020)

- Organized remote workflow of four core designers and five voice actors while ensuring the team met deadlines, maintained collective motivation, and fostered a robust work ethic

Narrative Design, *Koshka's Kofe* (2020)

- Selected for exhibition at the 43rd Asian-American International Film Festival, IndieCade, Game Devs of Color Expo, and the Gay Gaming Professionals Expo

Contributor, *Creative Creature Catcher* (2019)

- Authored world-building supporting text in the AR children's book published by Anomaly Productions

Education & Expertise

University of Southern California

Master of Fine Arts, Interactive Media & Game Design

Fall 2019-Fall 2022

University of Southern California

Bachelor of Arts, Cinema & Media Studies

Fall 2014-Spring 2017

Skills: Unity, Unreal Engine, Jira, Confluence