

Suzanne Meiler to present at Living Arts College @ School of Communication Arts Wednesday, January 27 10:30am Game Production Professional to Present "Thinking Out Of The Box and Creating An Identity"

Wednesday, January 27, Suzanne Meiler, Director of Design and Gaming at Vaco, LLC will speak to the Living Arts College students at 10:30am in the Stars Theatre.

She will be presenting a seminar on how to think "out of the box" in game production and what to expect on an interview including both portfolio content and resume writing.

Ms. Meiler is responsible for serving the candidate needs of clients in the design, gaming, eLearning and media professions. Her focus also includes account management and professional recruitment. Suzanne shifted gears in her career to support the videogame industry and bring a fresh approach to the recruiting industry. She joined the recruiting industry and the Vaco team because of the lack of knowledge about the game industry from other recruiters. With her knowledge and experience in game production, Suzanne is able to relate to both the client and candidate needs. She has built strong relationships throughout the game industry and has a solid understanding of what companies are looking for in candidates, as well as guiding candidates to tailor their portfolios and resumes to potential employers.

Prior to joining Vaco, Suzanne spent 10 years as an environment artist in the videogame industry and has shipped 10 games. For the past three years, Suzanne was the Lead Environment Artist for Atomic Games where she worked on the highly controversial title Six Days in Fallujah. At Atomic she focused on managing an art team through cross studios, assisted in staffing the art team, and produced art and documentation. Previous to Atomic, she was a Senior Environment Artist for Ubisoft/ Red Storm Entertainment for over 7 years. Suzanne has created environments on AAA titles such as the Ghost Recon Series, Rainbow Six, and Ghost Recon: Advanced Warfighter 2.

Suzanne earned her certificate in Art and Animation from the School of Communication Arts in 1999. She won the outstanding achievement award in 3D Computer Animation for excellence in software proficiency, artistic merit, portfolio development and citizenship. She has also spoken throughout the Triangle at game conferences and colleges to promote the videogame industry and shares her knowledge on the best steps and right path to take to get employed in the videogame industry. Suzanne is an active member of International Game Developers Association, Women in Games International and Triangle Game Initiative.

Admission to this special session is by invitation to anyone interested in working in the game industry that might benefit from high level input. Students of the College have an automatic invitation. Others may simply phone the College at 919.488.8504 to reserve an invitation.

Red Carpet Seminars feature some of the world's leading professionals in filmmaking, digital imaging, audio production, game development and interior design. Seminars announced as schedules permit.

About the Author

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