

annie dickerson

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what i've done

06.2012 – Present

Game Designer and Producer

Grantoo.org | Vancouver, BC

- ⤴ Create web and mobile games to help students pay tuition.
- ⤴ Served as lead game designer and lead artist for the following:
 - Quiz Flight (web)
 - Best Game (iOS/Android)

06.2011 – 06.2012

Lead Designer and Artist

Digido Interactive, Inc. | Vancouver, BC

- ⤴ Designed mobile fitness games for kids.
- ⤴ Served as lead game designer and artist for the following:
 - Zoopnium (iOS)
 - Pop & Dodge (iOS)
 - MotionMaze (iOS)
 - Kinetic Academy (web)

10.2009 – 06.2010

Interactive Content Producer

ARTSEGE | Washington, DC

- ⤴ Created interactive games and media tools integrating the arts into the K-12 curriculum.
- ⤴ Served as lead game designer on the Step Right music games.

tools i use



Unity | Unreal | Illustrator | Photoshop | Flash | Actionscript 3 | C Sharp

what i've studied

2010 – 2011

Game Design

Vancouver Film School | Vancouver, BC

2003 – 2007

B.A. in Psychology

University of Pennsylvania | Philadelphia, PA

things i love

logic puzzles | experimental cooking | illustration | musical instruments
unexpected adventures | craigslisting | ketchup | biking | serial commas