

## JESSICA PAZ

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### ART DIRECTOR & CREATIVE PRODUCER

Versatile and results-focused Art Director and Creative Producer with over a decade of experience leading end-to-end game development, multimedia production, and creative operations within AAA game studios and media organizations.

Proven leader in asset pipelines, global team management, and IP-driven storytelling. Known for launching record-breaking titles, managing complex vendor relationships, and delivering transmedia content that spans print, digital, and audio platforms. Core competencies include:

**Art & Asset Production Management | Game Development Pipeline | Cross-Functional Team Leadership  
Vendor & Outsourcing Oversight | IP & Licensor Collaboration | Multimedia & Print Production  
Project Scheduling & Milestone Tracking | Creative Direction & Quality Assurance | Game Publishing Operations  
Budgeting & Resource Planning | Localization & Voiceover/MO-CAP Coordination | Marketing Asset Development  
Software & Platform Integration**

### PROFESSIONAL EXPERIENCE

#### WARNER BROS. GAMES, Burbank, CA

##### Associate Producer

Jan 2021 – Apr 2025

Drove timely milestone delivery by aligning development teams around quality goals, contributing to smooth production cycles, and high-performing releases.

- Led publishing, QA, marketing, and localization teams for the global launch of *Hogwarts Legacy*, generating \$850M in two weeks and surpassing 34M copies sold by 2025.
- Oversaw publishing operations—from budget planning and build submissions to licensor coordination and localization—ensuring timely, compliant global content delivery.
- Directed creative production for companion media—including *The Art and Making of Hogwarts Legacy* (Insight Editions), *The Official Game Guide* (Scholastic), and the *Original Video Game Soundtrack* (WaterTower Music)—extending brand reach and enhancing the transmedia storytelling experience.
- Contributed to the critical and commercial success of *Portkey Games Hogwarts Legacy*, recognized as the most-watched single-player game on Twitch during early access and released across six major platforms over nine months.

#### ACTIVISION/TREYARCH, Santa Monica, CA

##### Art Production Coordinator – Characters, Weapons, Vehicles, & Player Animation

Jun 2018 – Jan 2021

Streamlined issue resolution by communicating clearly and efficiently across teams in a dynamic, fast-paced production setting.

- Coordinated with producers and art leads to manage production schedules and budgets for *Call of Duty: Black Ops 4* and *Cold War*, ensuring both titles shipped on time across PlayStation, Xbox, and PC platforms with high quality and franchise continuity.
- Oversaw asset pipelines for characters, weapons, vehicles, and player animation, driving end-to-end content delivery and optimizing QA testing cycles for milestone approvals and live builds.
- Directed outsourcing operations and built strong vendor partnerships, ensuring on-time delivery of high-fidelity assets that aligned with Treyarch's creative standards and technical specifications.
- Contributed to the success of *Black Ops 4*, which set digital sales records—fastest-selling digital game in PlayStation history, largest digital launch on Xbox, and 34 million Twitch viewership hours in its first week, driven by its focus on multiplayer, Zombies, and the introduction of Blackout battle royale.
- Supported the cross-platform launch of *Cold War* in 2020, which expanded franchise connectivity through campaign, multiplayer, and Zombies modes, and introduced cross-progression with *Call of Duty: Warzone* to deepen long-term player engagement.

**E.W. SCRIPPS MEDIA, Tucson, AZ****Graphic Production Manager****Jan 2017 – May 2017**

Partnered with producer and director to troubleshoot last-minute graphic and timing issues, maintaining seamless show flow and on-air consistency.

- Led and mentored a cross-functional design team to deliver high-quality motion graphics and 3D assets, elevating visual storytelling across broadcast platforms.
- Directed real-time graphics operations and agile pipeline adjustments, ensuring on-air accuracy, brand consistency, and deadline-driven execution during shifting production schedules.

**ELITE ANIMATION ACADEMY, Orlando & Tampa, FL****Senior Instructor & Studio Manager****Nov 2013 – Dec 2016**

Designed and taught a range of introductory and advanced digital art and animation courses.

- Guided and mentored art students ranging from ages eight to adults, resulting in increased creative confidence, technical proficiency, and successful portfolio development for academic and professional goals.

**SAVVYCARD LLC, St. Petersburg, FL****Design Account Manager****Jan 2015 – Sep 2016**

Maintained strong client relationships to ensure timely, high-quality deliverables in full compliance with branding guidelines.

- Led cross-functional collaboration between design and development teams to deliver on-time, on-budget projects aligned with creative and business goals.
- Mentored artists and implemented process improvements, enhancing team skillsets, productivity, and cross-departmental coordination.

**JANUS DISPLAYS, St. Petersburg, FL****Creative Production Manager****Oct 2011 – Dec 2014**

Strengthened team morale through accountability, time management, and quality standards, improving performance and creative output.

- Assessed and prioritized production needs to keep projects on budget and schedule, ensuring quality was never compromised.
- Enforced brand and style guidelines across all deliverables, resulting in consistent visual quality and reliable archive standards for future use.

**BRUCE BARRY'S WACKY WORLD STUDIOS, Oldsmar, FL****Production Manager – Art Department****Apr 2009 – Oct 2011**

Partnered with the company president to evaluate and bid on strategic projects, contributing to business growth and client acquisition.

- Cultivated strong client relationships to streamline the review and approval process, resulting in faster delivery timelines and improved alignment with project goals.
- Directed a team of artists and coordinated with vendors and production crews to execute high-impact, large-format installations, ensuring on-time delivery and creative consistency from concept to completion.

**EDUCATION****Bachelor of Fine Arts (BFA) in Media Art & Animation**

The Art Institute of Tampa, Tampa, FL

**TECHNICAL EXPERTISE**

Adobe Creative Cloud, Final Cut Pro, Microsoft 365, Windows, Flow Production Tracking, Xbox Manager GDK, Autodesk 3ds Max, Autodesk Maya, Autodesk SketchBook Pro, Confluence, JIRA, Trello, Basecamp, Box, Webex, Dropbox, Google Workspace, IBM Aspera, GoToMeeting, Looker, MacOS, Miro, Nintendo Dev Interface, Nintendo Target Manager, Slack, PlayStation Neighborhood PS4, PlayStation SDK Manager, PlayStation Target Manager PS5, Steam, Camtasia, TestRail, VIZRT, Wacom, Workday, Zendesk, Zoom