

MOJEN JENKINS

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Leader, builder and motivator with entrepreneurial mindset. 20+ years experience in technical and creative content development in media and video game industries. Expertise in applying strategic thinking, technical acumen, development methodologies and creative problem solving skills to meet business goals. Public speaker, business advisor, mentor, author, noisemaker.

CORE COMPETENCIES

Strategy Development
Process/Workflow Improvement
Infrastructure Management

Technical Program Management
Project Management
Agile Methodology (PSM I Certification)

Leadership and Culture Building
Talent Development and Mentoring
Communication and Collaboration

PROFESSIONAL EXPERIENCE

PARTNER SERVICES MANAGER

2020 - Present

Genvid Technologies - Interactive Streaming Tools - Los Angeles, CA

- Lead and support a diverse, international (Germany, Japan, USA) development team to provide end-to-end SDK integration, support services and product delivery for high-profile partners in the video game and entertainment industries.
- Design, implement and continuously improve workflow and collaboration strategies with internal product development, quality assurance, DevOps, and live operations teams, and offshore development services.
- Manage engineering planning, process improvement, and standardisation efforts across all project deliveries.

INFRASTRUCTURE MANAGER (CONTRACT)

2018 - 2020

RYOT - Immersive Media AR/VR Company (Verizon Media) - Los Angeles, CA

- Architected and implemented workflows, tools, training methods and best practices for motion capture and volumetric capture pipelines for AR/VR development and virtual production with Unreal Engine and Unity.
- Specified, deployed and managed company-wide Perforce Helix Core Version Control installation in collaboration with internal DevSecOps and StorageOps teams, resulting in a secure and scalable large-asset versioning solution.
- Designed, deployed, and managed company-wide Jira integration for inter-departmental collaboration and reporting.

FOUNDER

2013 - 2018

The Noisemakers - Digital Consultancy - London, UK / Los Angeles, CA

- Managed business process from client acquisition to contract negotiation to project management and development for over 20 web, app and game development clients in the United Kingdom, USA and Hong Kong.
- Provided interim CTO services to three early-stage startups in diverse industries to drive technological strategy and innovation, build company infrastructure, and deliver functional MVPs.

WORLDWIDE AUDIO DIRECTOR

2011 - 2013

Playfish (Electronic Arts) - Video Game Developer - London, UK

- Centralised audio development across six Playfish development studios worldwide (London, Beijing, Helsinki, Hyderabad, San Francisco, Oslo).
- Architected and oversaw development of TNTAudioEngine deployed in all Playfish products; documented and provided training for all development studios.
- Created and managed Agile audio pipeline for The Sims Social (published on Facebook, 60m MAU); designed, documented and implemented development, testing and deployment workflows for weekly build releases.

GENERAL MANAGER

2009 - 2010

Point Blank Music School - Music Production & DJ School - London, UK

Managed 60+ tutors and administrative team of 6; automated college-wide software deployment; implemented staff intranet; wrote college manager handbook implemented college assistant internship programme; established tutor hiring guidelines.

BUSINESS DEVELOPMENT MANAGER

2005 - 2009

Zoonami Ltd - Video Game Developer - Cambridge, UK

Closed five independent development deals in four years for £2 million+; pivoted studio strategy from large-budget, lengthy projects to small-budget, shorter-timescale projects; returned studio to profitable operation.

AUDIO DIRECTOR

2003 - 2008

Zoonami Ltd - Video Game Developer - Cambridge, UK

Managed audio production pipeline for in-house and external content creation for Nintendo Wii, Nintendo DS, Sony Playstation Portable, and Sony PlayStation 3 games; led development of rhythm-action game prototype from concept to pitch, covered in Edge magazine issue #137.

FOUNDER

2000 - 2003

Brickmistress Music & Sound Design - Audio Production - Los Angeles, CA

Built and managed a full-service audio production and recording studio facility; completed 25+ projects in film composition, film and theatre sound design, video game music and sound design, music supervision and artist production. Also provided specialised IT support and consulting services for digital audio recording facilities.

FOUNDER

1995 - 2000

Immediate Services - IT Consulting - Los Angeles, CA

Provided IT support, database application architecture and development, and content development for film, television, video game and recording artist clients including 20th Century Fox Home Entertainment, Electronic Arts, producer/writer David E. Kelley, and writer Lawrence Konner.

HIGHLIGHTS

- **Contributing Author** - "Dear Female Founder: 66 Letters of Advice from Women Entrepreneurs Who Have Made \$1 Billion in Revenue" (Blooming Founders Publishing, 2016)
 - **Jury Member** - 2015 and 2016 BAFTA Video Game Awards
 - **Industry Recognition** - Listed in Top 100 UK Women in Video Games by MCV Magazine, Mar 2013
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COMMUNITY**StartOut** - Member/Volunteer (2018-present)**Learn/Teach/Code** - Mentor (2018-present)**Out in Tech** - Mentor/Volunteer (2018-present)**Audio Mentoring Project** - Mentor (2016-2019)**Women Who Code LA** - Mentor (2018-present)**InterMedia UK LGBT+** - Steering Committee (2013-2015)

EDUCATION

Spelman College - Atlanta, GA

AT&T Bell Labs Dual Degree Program - Coursework in Computer Science/Computer Engineering