

LEDA CLARK

Writer, Artist, and Game Designer

About

Leda "Leedzie" Clark believes that diligence and problem solving are no reason to think work can't be fun. Always ready to take on a challenge, comfortable with leadership, organized to a fault, and happy to do the annoying and tedious tasks, she harbors a deep passion for writing and takes a lot of pride in her work.

Leda Clark is a member of IGDA, participated in Game Design Group and Global Game Jam in college, and has been profiled by Good Games Writing. Her gaming articles have been recognized by sites such as Gamasutra and TSSZ News.

Contact



Portfolio Blog

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Twitter

[@Leedzie](https://twitter.com/Leedzie)



Tumblr

leedzie.tumblr.com

Project Samples

[The Psychosis of Braid](#)

Type: Analysis

[Lost Hedgehog Tales: Leedzie's Sneak Peek](#)

Type: Investigation

[The Secret Legend of Princess Zelda](#)

Type: Humor

[Father's Day: Blood vs. Electricity](#)

Type: Editorial

[Fallout New Vegas Lonesome Road Bug Bypass](#)

Type: Tutorial

[Nintendo-Refurbished 3DS Price Drop: \\$110](#)

Type: News

Education

International Academy of Design & Technology

Bachelor of Fine Arts in Game Production 2013

Graduated Summa Cum Laude

Games Journalism Mentorship, Summer 2013

Jess Conditt, Senior Reporter, Joystiq.com

Skills

Adobe Photoshop CS5

Unity

3DS Max 2012

Microsoft Office Suite

Wordpress

2D & 3D Art

Anatomy

Clay Modeling

Animation

Storyboarding

Copy Editing

Social Media

Basic HTML

ActionScript 3

UDK