
Software Skills

Photoshop/Unity/Unreal/Illustrator/Figma/Adobe XD/After Effects

Design Proficiency

UI/UX/Visual Direction/Wireframe/2D Illustration/2D Animation/Print

Experience

ILM May, 2022 - Present
Senior UI Artist

- Overseeing all UI/UX on leading projects to ensure visual and behavior consistency
- Create UI assets from flows to polished final assets in engine
- Collaborate closely with multiple disciplines to push the visual limits while under perf limitations
- Challenge and establish pipelines using different device platforms and new technology

Scopely August, 2014 - April, 2022
Lead Artist (Formerly Senior UI Artist)

- Overseeing all UI/UX and 2d assets on leading projects to ensure visual and behavior consistency
- Create UI assets from flows to polished final assets in engine
- Collaborate closely with multiple disciplines to establish and maintain an efficient dev pipeline
- Collaborate closely with engineers and tech artists to push the animation and effects within limitations
- Task and resource management, including packaging briefs and providing feedback for outsourcers
- Mentor and develop other UI artists

Soap Creative September, 2013 - August, 2014
Interactive Designer

- Worked with high profile clients in the entertainment industry to create interactive campaigns and game
- 2D asset preparation and creation from pitch to final product

Cie Games 2010 - August, 2013
Graphic Designer

- Created UI assets from flows to polished final asset in game
- Textured 3D in game assets for live operated releases
- Document and streamline production pipeline

Education

BA in Art w/ focus in Graphic Design & Minor in Web Technology CSU Long Beach	2011
John A. Rowland High School, Certificate in Graphic Design	2007