

UI Art • UX Design

Highly skilled UI Artist with 10+ years working in UI. Expertise in creating and implementing visually appealing and intuitive UI for games on multiple platforms. Excellent communicator who thrives on collaboration with cross-functional teams.

SKILLS & TOOLS

Prototyping	Photoshop
Visual Design	Figma
Interaction Design	Unity
Iconography	Sourcetree
Color Theory	Fork
Typography	Tortoise SVN
Collaboration	Jira
Communication	Confluence

EDUCATION

SHERIDAN COLLEGE

Post Graduate Certification, 1998
Computer Animation

UNIVERSITY OF GEORGIA

BFA, Painting and Drawing, 1993-1997

GAMES

Bingo Showdown (Android, iOS, Facebook)
Micro Machines: Mini Challenge Mayhem (Quest 2, 3 and Pro, Steam VR, Sony PSVR2)
Battle Bows (Quest 2, Quest Pro, Steam VR)
RPG Dice: Heroes of Whitestone (Android, iOS)
Property Flip (Android)
Gloom Busters (Android, iOS)
Animal Cove (Android, iOS)
FFA: Fantasy Fighter Arena (Android)
Everclicker (Android, iOS)
Get Jiggy (Android, iOS)
Wizard 101 (PC)
Pirate 101 (PC)
Swakker Doodle (Android, iOS)
Fear and Respect (unpublished console)
Shark Tale (PS2, Xbox, GC, Wii)
Pitfall: The Lost Expedition (PS2, Xbox, GC, GBA, Wii)
InterCasino (online casino)
Eternal Darkness (GC)

SENIOR UI ARTIST • March 2024 to Present

SciPlay, Austin, TX

- Define and develop an updated visual UI style
- Create wireframes based on Product design
- Build mockups and high-fidelity prototypes
- Animate UI transitions and motion graphics and FX
- Create and implement final in-game UI assets in Unity
- Collaborate on a cross-functional team of art, engineering, and product

SENIOR UI ARTIST • March 2021 to Jan 2024

Wimo Games, Austin, TX

- Define and develop visual style of UI
- Build mockups and high-fidelity prototypes based on design
- Animate UI transitions and motion graphics
- Create and implement final in-game UI assets in Unity
- Collaborate on a cross-functional team of design, art, engineering, and production
- Organize and upkeep files and project assets for each new game
- Quickly and easily switch between multiple projects and art styles as necessary

SENIOR UI ARTIST • Jan 2018 to Feb 2021 2021

UI ARTIST • Oct 2011 to Jan 2018

KingsIsle Entertainment, Austin, TX

- Define and develop visual style of game UI
- Translate UX wireframes to rapidly iterate and refine mockups and prototypes
- Animate UI transitions, motion graphics and FX
- Create and implement final in-game UI assets in Unity and Gamebryo

2D/3D ARTIST • Sept 2009 to Sept 2011

Swakker, Austin, TX

- Sole artist on mobile team creating all art assets in 2D, 3D, FX and animation
- Work closely with engineer implementing art assets

3D ARTIST/ INTERIOR DESIGN • May 2005 to Sept 2011

Lacy Interiors/Karen Hall Interior Design, Austin, TX

- Create 3D architectural drawings for client visualization
- Plan, design, and furnish client interiors within budget
- Organize and schedule jobsite subcontractors

3D ENVIRONMENT ARTIST • June 2002 to March 2005

Edge of Reality, Austin, TX

- Model, texture and light 3D environments and props
- Work with design creating level game play features
- Create and upkeep support documentation and schedules

3D ENVIRONMENT ARTIST • June 2000 to May 2002

Cryptologic, Toronto, ON CANADA

- Design, model, texture and light 3D casino environments
- Customization of casinos in line with client branding and stakeholder approval

3D ENVIRONMENT ARTIST • June 1998 to May 2000

Silicon Knights, St Catharines, ON CANADA

- Model, texture and light 3D interiors
- Design layout of game play interiors