

## SKILLS

VR UI/UX, Mobile UI/UX, branding, UI/UX Pipeline development

## SOFTWARE

Maya, ZBrush, 3D Studio Max, Unity, CryEngine, Photoshop, Illustrator, After Effects, Premiere

### **Senior UI/ UX Designer** NCSoft (03/2018 - 01/2019)

- Collaborate with design, engineering, and the Art Team to address UI/ UX needs and design goals.
- Create prototypes and wireframes for new design features and products.
- Design and execute visual stages of the UI from concept and game engine implementation.
- Improve and maintain studio UI/UX practices and pipeline.

### **UI/ UX Lead** Munkyfun (06/2017 - 03/2018)

- Collaborate with design, engineering, and the Art Director to establish all UI/ UX needs
- Create prototypes and wireframe guides for each product.
- Design and execute all stages of the UI from concept to game engine implementation.
- Create and facilitate UI/UX pipeline and Art production pipeline
- Manage art team and delegate tasks to meet project deadlines.
- Work with Publishers and Clients to address needs for art and marketing.

### **UI ARTIST** Munkyfun (03/2015 - 06/2017)

- Collaborate with design, engineering, and the Art Director to establish all UI/ UX needs and design goals for a product.
- Create User flow and wireframe guides for each product.
- Design and execute all visual stages of the UI from concept and game engine implementation.
- Establish and promote design and brand guidelines.
- Create and facilitate UI pipeline and Art Pre-production pipeline

### **3D ARTIST** voidALPHA (05/2013 - 10/2014)

- Model characters and game assets for Star Citizen and unannounced projects
- Texture painting, UI design, and 3D animation
- Set up 3D and UI assets in Unity and Cry Engine

## EDUCATION

Animation B.F.A. 2007 - 2011  
Savannah College of Art and Design