

UI.UX Designer specialize in designing mobile games.

## PROFESSIONAL EXPERIENCE

### Senior UI/UX Designer, AppLovin - Machine Zone • Palo Alto, April 2019 - Present

- Design user flows, wireframes, interactive prototypes, final mockups and icons for live and new mobile games.
- Collaborate with Product Owners, Game Designers, and Live Ops in creating feature ideas and specs.
- Prepare final UI assets and documentation for UI Devs for implementation.

### Senior UI Artist, NCSoft • San Mateo, June 2017 - January 2019

- Designed user flows, wireframes, interactive prototypes, mockups and icons from design specs
- Collaborated with Product Managers, Game Designers, Engineers, and Art Director to develop mobile game features.
- Implemented UI mockups, assets and animations into Unity.

### Senior UI Artist, Gree • San Francisco, April 2016 - June 2017

- Designed UX/UI mockups and created UI assets for mobile games Knights & Dragons, War of Nations, and Crime City.
- Collaborated with Game Designers, Product Managers, and Engineers on feature development.
- Produced marketing material for new game features.

### Lead Game Artist, Tango • Mountain View, January 2015 - April 2016

- Art directed Tango's 1st party mobile game for Android and iOS devices.
- Managed outsourcing of characters, environments, VFX, and art style guides.
- Designed all UI assets and 3D environments.
- Collaborated with Lead Game Designer on UX and Wireframes for game screens.

### Art Director, Zynga • San Francisco, May 2011 - February 2014

- Art directed Chefville, the number one cooking game on Facebook with more than 4.8 million daily active users.
- Managed team of 20+ artists to produce in-game assets, UI and marketing materials for weekly features.
- Collaborated daily with Game Designers, Project Managers and Producers to plan out new features on the road map.
- Developed and maintained art style guides for internal and outsource use.

### Art Director, DNA Games • San Bruno, January 2010 - May 2011

- Art directed three Facebook games Casino City, Bar World, and Slot City.
- Designed avatar system, decorations, UI, logos and marketing materials.
- Managed team of artists to produce in-game assets, UI and marketing materials.
- Collaborated with engineers to implement UI designs.

### Game Artist, Hive7 • San Francisco, October 2007 - January 2010

- Designed game art and UI assets for Facebook games Knighthood, The Syndicate, Kickoff, and Youtopia.

### 3D Character Artist, Black Point Studios • San Francisco, February 2007 - May 2007

- Modeled and textured high-resolution 3D characters for WWE and NBA Ballers titles for Xbox360.

## SOFTWARE

- Sketch, Photoshop, Illustrator, Unity, After Effects, Adobe XD, Maya, 3DS Max, Blender, Zbrush

## EDUCATION

- **User Experience Design, General Assembly** • San Francisco, October 2014
- **Bachelor of Science in Game Art & Design, The Art Institute of California** • San Francisco, December 2006