



SPECIALTIES

- UI Art
- UX Flow & Wireframing
- Animation
- Graphic Design
- Photomanipulation/Compositing
- Vector Art
- Web Design
- Motion Graphics
- Photoretouching
- Custom Font Creation

GAME ENGINES

- Unreal Engine
 - Unity
 - Proprietary Engines
- Includes deep knowledge of creating complex screens, widgets/prefabs, animations, effects/shaders, and data driven sequences.

SOFTWARE

- Photoshop
- Illustrator
- After Effects
- Figma / Xd

AWARDS

- 2017 Games for Change People's Choice Award (At Play in the Cosmos)
- Six-time American Advertising Federation Award Winner (student category)

EDUCATION

Bachelor of Science Graphic Design
Herzing University, Madison, WI

EXPERIENCE

- ASSOCIATE DIRECTOR OF UI** APR 2023 – PRESENT
LOST BOYS INTERACTIVE SHIPPED: **WWE 2K24**

As Associate Director of UI I served all projects Lost Boys Interactive was working on that included UI work. I identified project needs, and facilitated filling those needs on a case-by-case basis. This included but was not limited to overseeing high level direction, guidance, execution, participating as an individual contributor in ways similar to a Principal UI Artist, or helping identify quality candidates to build teams to support those needs. It was my duty to raise the bar across all aspects of UI/UX work that came out of Lost Boys Interactive. I also assisted Lost Boys at a studio level for various initiatives, demos, and pitch development projects.
- PRINCIPAL UI ARTIST** MAR 2022 – APR 2023
LOST BOYS INTERACTIVE SHIPPED: **WWE 2K23**

As Principal UI Artist I worked on the WWE 2K23 game's UI across almost all modes and features. I helped spearhead, document, and distribute process and pipelines foundational to raising the quality bar and standards for UI throughout the project. I was also responsible for creating UX wireframes and flows, high-fidelity screen mockups, card series and asset designs. I also worked extensively in-engine to create screens, prefabs, animations, effects, and sequences.
- SENIOR UI ARTIST** JUL 2020 – MAR 2022
LOST BOYS INTERACTIVE SHIPPED: **WWE 2K22**

As Senior UI Artist I worked on the WWE 2K22 game's MyFaction and MyGM game modes. I was responsible for creating UX wireframes and flows, high-fidelity screen mockups, card series and asset designs. I also worked extensively in-engine to create screens, prefabs, animations, effects, and sequences.
- ART DIRECTOR** JUL 2018 – JUN 2020
GEAR LEARNING

Lead a team of artists to develop and execute a cohesive artistic vision. Maintain quality standards for all Visuals produced by the studio. Develop documentation, pitch materials, and styleguides.
- UI / UX / WEB DESIGNER** JAN 2017 – JUL 2018
GEAR LEARNING

Worked simultaneously on multiple web design projects, print projects, product branding, and user interface designs for educational games.
- UI / UX / WEB DESIGNER** AUG 2012 – JAN 2017
LEARNING GAMES NETWORK
- GAME UI DESIGNER** FEB 2011 – JUL 2012
MORGRIDGE INSTITUTE FOR RESEARCH
- GRAPHIC DESIGN INTERN** MAY 2010 – AUG 2010
DELVE (FORMERLY DESIGN CONCEPTS)
- GRAHPIC DESIGNER** SEP 2008 – JAN 2010
ETERNAL SOUL STUDIOS
- PHOTO RETOUCHER** MAY 2006 – AUG 2008
NIEMAN PHOTOGRAPHY