Nick Vance UI Artist / Designer

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▪ Profile

I am an artist and designer with a passion for video games, animation, and making all things fun and interactive; and I am looking for a creative position with a like minded company.

▪ Experience

SR. UI ARTIST, KIXEYE, San Francisco, CA — JUL 2016- PRESENT
Design and animate User Interfaces for mobile and online social games. Create icon sets and style guides for live operations and continuous updates. Provide feedback and collaborate with product and game designers for the best mobile user experience.

UI ARTIST, DESIGN WORKS GAMING, SCOTTSDALE, AZ — AUG 2015- JUL 2016
Build wire-frames to illustrate and design the user experience. Design icons, buttons, and all user interface assets. Create logos and type faces. Animate assets with after effects and spine 2d.

LEAD GAME ARTIST / UI ARTIST, HOT SALSA INTERACTIVE, SCOTTSDALE, AZ — MAR 2015- AUG 2015
Create new game ideas and user mechanics for mobile players. Concept character designs and create skeletons to animate them in spine 2d and unity. Design and animate the user interface and art assets for mobile games and apps.

SR. GAME ARTIST, BROKEN BULB STUDIOS, SCOTTSDALE, AZ — FEB 2009- JAN 2015
Character Design, Animations, UI, and additional game art assets for iOS and social game sites using Adobe Photoshop, Illustrator, Zbrush and Spine. Create game trailers, preview videos and animated cut scenes with After Effects and Premiere.

GRAPHIC DESIGNER, STRAYVIBRATION MARKETING, TEMPE, AZ — OCT 2007 - FEB 2009
Communicate with clients to elaborate on their needs for promotional print or web applications. Then design websites, social media profiles and printed marketing materials for a planed marketing campaign

▪ Skills

• Highly proficient with the adobe creative cloud programs, including Photoshop, illustrator, InDesign, After Effects, and Premiere with over 12 years of experience.

•Great understanding of User Interface and User Experience design principles needed for mobile and web platforms

•Eight years professional experience in Animation and very adaptive to new technologies

▪ References

Robert Nelson - CEO Broken Bulb Studios - robert@brokenbulbstudios.com (480) 280-6716
Matt Quirk - Web Developer at Rich Dad Interactive - mattquirk01@gmail.com (317) 626-4221
Andrew Holloway - COO Broken Bulb Studios - andy@fantasyfootballers.com (623) 261-6951