Nick Vance UX Designer & UI Artist

📞 480.232.9586   ✉ nick@nickvanceart.com   🌐 nickvanceart.com

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. UX DESIGNER, DOUBLE DOWN INTERACTIVE, Seattle, WA — JUL 2019 - Present
Build wireframes and write design specification documents to create player interactions for core features and application navigation across multiple device types. Build and maintain the new user onboarding experience, directly improving early player retention and the use of application features.

SR. UI ARTIST, KIXEYE, San Francisco, CA — JUL 2016 - JUL 2019
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 typefaces. Animate assets with after effects and spine 2d.

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.

Skills

• Highly proficient with the Adobe Creative Cloud programs, including Photoshop, Illustrator, InDesign, After Effects, and XD with over 13 years of creative professional experience.

• Excellent understanding of User Experience design principles needed for mobile and web applications

• Ten years of professional experience with interactive animation using a variety of platforms including Unity, Flash, and Cocos2d

References