*brandon*DICKS
SENIOR UI/UX ARTIST/DESIGNER

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EXPERIENCE

Blok Party
Artist   (June 2019 - March 2020)
- Worked alongside Creative Director and programmers to redesign and create assets for the PlayTable (board game console). Responsible for working with pre-existing art styles and making fun and clean UI from mocks, animatics, and final assets.
- Titles: Catan, Spades, Hearts, and Chess.

Block and Chain Game Studios
UI/UX Consultant   (July 2018 - Oct 2018)
- Instrumental in the development of two unreleased agile web games as well as creating UI/UX best practices for the studio. Managed the training of a Junior UI Artist while meeting aggressive sprint deadlines for both games with very small agile teams.

Storm8
User Interface Artist   (January 2013 - April 2015)
- Instrumental in the development of a UI animation tool as well as the creation of better UI animation practices in released games. Contributed on an agile dev team to produce releasable prototypes with quick time to market sprints.
- Titles: Diamond Quest!, Kingdom Clash, Santa Jumper, Dragon Runner, Tap the Dragon, Orby: Virtual Pet and Cookie Smasher

Zynga, Inc.
Senior User Interface Designer   (October 2010 - January 2013)
- Title: FarmVille. Created various UX flow and UI designs for features ranging from high profile charity campaigns, expansions, and everyday longevity and usability game play improvements.

Cryptic Studios
User Interface Artist   (March 2009 - September 2010)
- Title: Neverwinter - Created spell/power icons and various UI assets. Assisted SFX with source art for particles/animations.
- Title: Star Trek Online (PC) - Collaborate with Art Lead to ensure UI style and quality were aligned. Deliver visual designs for new features during development. Created the ground & space HUD, menu, UI assets and various icons for the game.

24 Caret Games
Lead Artist   (November 2008 - January 2009)
- Title: retro/grade - Deliver UI and Loading Art for IGF finalist build. (09' Independent Game Festival Finalist)

SKILLS

Software: Adobe Photoshop, Adobe Animate, Adobe Illustrator, Xcode, Wrike, Jira, Waffle.io, Git, Sketchbook Pro, Unity-ish, Phaser, Streamlabs OBS, Indesign, Dreamweaver (HTML), After Effects, Autodesk Maya* and 3D Studio Max*.
Others: Toy design, Animation, Sculpture, Illustration, Twitch Streamer, Small Business Owner, Fluffy Dog Brusher, and LEGO Builder

EDUCATION

Full Sail Real World Education, Winter Park, FL   (May 2003)
Associate of Science Degree in Computer Animation   *focus - Maya
Awards: Perfect Attendance, Student Achievement, Class Salutatorian, Course Director Award