John Dee Senior UI/UX Artist II

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**EXPERIENCE:**

BLIZZARD ENTERTAINMENT – JANUARY 2021- Present

*Senior UI Artist II:* I am currently supporting both main game and shop/Battle Pass Diablo 4 UI/UX team. My task carries from icon creation/pipeline/style documentation. I also have been involved with third party support for our seasonal/expansion icon pipeline and art creation. Key feature UI art pieces for seasonal work and prep art for designers.

VICARIOUS VISIONS – February 2019- November 2020

*Lead UI Art Specialist:* I took on the responsibilities of leading the UI art and design for both Tony Hawk 1+2 and Diablo 2:Resurrected. I worked along side cross-disciplines to insure we delivered top notch art, animation, and functionality when the games were released. I worked with out source parties to allow seamless pipeline integrations and partnerships.

TREYARCH STUDIOS – July 2017- December 2018

*Senior UI Artist II:* I was tasked to come aboard the Call of Duty franchise and create and compile various military style menus and designs to help drive the series forward with a grounded modern look. Most of my tasks had me doing various polish passes to screens to help bring our game to launch. Prototyping various modules helped our proof of concept get the approvals we needed to move the game forward.

ROBOT ENTERTAINMENT – August 2011- May 2017

*Lead UI Artist* My skillset have been spread over to various areas of our development including title logo design, font editing, UI flow design collaboration, and finished polish UI art for our games front end. A list of the games that have shipped with my art: Orcs Must Die! 2, Hero Academy, Echo Prime, and an unannounced game due to unveiled at PAX this March.

THQ STUDIOS- June 13, 2011 - August 9, 2011

*Sr. UI/Graphic Artist I:* I came aboard the studio for a small time before the closing of THQ to help out with a couple of titles both for polished 2-D assets and concepts. I helped design a title logo for a soon to be released game this fall as well as 2-D traditional visual effects for this key title.

HARMONIX MUSIC GAMES - April 2006 - February 2011

*Senior UI Shell Artist/ Environment UI Artist:* My job detail involved creating art and animation that lived within the menu screens of the game. This involved the personality of menu's animation and directional flow between each screen with my distinctive art style. I created hundreds of graphic illustrations for in-game screens that were also used on thousands of various commercial articles of merchandise. I have also been called on to create environmental assets with 3DSmax as well as both intricate polygon animations with various unique particle effects. Games that I have shipped with my work: Guitar Hero 2 PS2/Xbox360, Rockband, Rockband 2, Rockband 3, Rockband Greenday, Rockband THE BEATLES, and Dance Central.

**TELEVISON ANIMATION EXPERIENCE:**

SOUP2NUTS - June 2004 - September 2005

*Creative Director:* My job was design over 200 Historical characters for the 26 animated episodes of the television series “Time Warp Trio”. I’ve storyboarded, designed backgrounds, and full body character designs for Cartoon Network’s “THADLOW’S DRIVING SCHOOL”. I implemented various original ideas and techniques into our shows that helped make are animation and characters stand out.

BULLS-EYE ART&ANIMATION- 2001 - 2002

*Lead Animator:* Created various music videos for Sony, and helped animate the intro for "The Rosie O'Donnell Show" which was nominated for a Day-time Emmy.

NICKELODEON ANIMATION STUDIOS - 2000

*Digital Designer:* Designed for animated cartoon series “Little Bill”. Responsibilities included taking rough character layouts and digitally redesigning single frames of animation for the show.

MTV STUDIOS - 2000

*Inker/Animator:* Inker for the animated series “DARIA”. I also animated and inked several animation spots for MTV and VH1 that included “Oxy Zit commercial” and “VH1's Diva's 2000”.

SKILLS:

Adobe Animator/Flash, Photoshop, Aftereffects, Illustrator, Maya, 3D Studio Max, Z-Brush, Unity Engine, Unreal Engine, Scaleform, Perforce, FONT creation/modification, Traditional Illustration/Painting

EDUCATION:

*Ringling School of Art and Design*

Sarasota, Florida, 1995-Bachelor of Fine Arts, Major in Illustration

*Florida Community College of Jacksonville*

Jacksonville, Florida, 1991-Illustration Figure Study Program

AWARDS:

Day-time Emmy nomination for the Introduction animation to “The Rosie O’Donnell Show”