

John Dee

UI/UX Artist/Designer, UI Art Director

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Art Director

Echo Foundry Intereactive

January 2026 - June 2026

Developing all creative output for Sound System serving as Art Director. My current focus is all aspects of world building on the game which includes ; 2D/3D asset creations UI/UX flow, particle FX, and campaign concepts and narrative written and visual designs.

Senior UI Artist/ Animator

Atomic Theory

February 2025 – January 2026

- UI Art Direction,Creation and implementation as a consultant working to assist large projects for big clients.
- Partnered with Jagex team for big Old School Runescape Campaigns for events and a new online signin screen. Another Axiom was another client I worked with for on Gorilla Tag.

Senior UI Artist

Squanch Games

June 2024 – October 2024

- Sole UI/UX designer for creating 3D HUD displays with parallax animation mockups.
- Partner with UI engineers and designers to develop mini-games integrated within the main game, ensuring cohesive gameplay experiences. Design and develop key feature UI art for directors and team members, driving visual consistency and high-quality design.

Senior UI Artist II

Blizzard Entertainment

January 2021 – January 2024

- Played a pivotal role in the Diablo 4 UI/UX team, focusing on main game and shop/Battle Pass interfaces.
- Led the creation of icons, pipeline development, and style guide documentation, enhancing overall design consistency and efficiency. Coordinated with third-party support to streamline seasonal and expansion icon pipelines and art creation, ensuring timely updates and high-quality deliverables.
- Developed and refined key feature UI art for seasonal content, preparing assets for smooth designer implementation.

Lead UI Art Specialist

Vicarious Visions

February 2019 – November 2020

- Spearheaded UI/UX design for Tony Hawk's Pro Skater 1+2 and Diablo 2: Resurrected, leveraging team strengths to resolve pipeline issues and optimize workflows.
- Collaborated across disciplines to deliver exceptional UI art, animation, and functionality, enhancing overall game experience. Managed partnerships with outsourced teams to ensure seamless pipeline integrations and efficient third-party support.

Senior UI Artist II

Treyarch Studios

July 2017 – December 2018

- Contributed to the Call of Duty franchise by designing military-style menus and interfaces, ensuring a realistic and immersive user experience.
- Conducted polish passes on screens for game launches, refining visuals and functionality for final release.
- Prototyped various modules, securing approvals and validating concepts for implementation.

Lead UI Artist

Robot Entertainment

August 2011 – May 2017

- Led UI art initiatives for titles including Orcs Must Die! 2, Hero Academy, and Echo Prime, focusing on title logo design, font editing, and UI flow design. Delivered polished UI art and collaborated on game development to meet design and gameplay goals. Contributed to the development and release of Orcs Must Die! Unchained and other unannounced projects.

Senior UI/UX Artist / Environment UI Artist

Harmonix Music Games

April 2006 – February 2011

- Designed and animated menu screens, emphasizing personality and directional flow for a range of music games including Guitar Hero 2 and Rock Band series. Developed graphic illustrations for in-game screens and commercial merchandise, enhancing brand identity. Created environmental assets and intricate polygon animations using 3DS Max and particle effects, contributing to immersive game environments.

Skills

- **Design Tools:** Adobe Animate/Flash, Photoshop, After Effects, Illustrator, Blender 4.3 general knowledge
- **Engines & Software:** Proprietary Game engines, Unreal Engine with general knowledge, Scaleform, Perforce, Jira, Confluence
- **Specializations:** Font Editing & Modification, Traditional Illustration, Realistic & Stylized Painting

Education

- **Bachelor of Fine Arts in Illustration**
Ringling College of Art and Design, Sarasota, FL
- **Illustration Figure Study Program**
Florida Community College of Jacksonville, Jacksonville, FL

Shipped Titles

- **Blizzard Entertainment:** Diablo 4 Core game, Shop, Live Ops Additional work: (Seasons 1-3)
- **Vicarious Visions:** Tony Hawk's Pro Skater 1+2, Diablo 2: Resurrected, (Project:Midnight:non shipped title)
- **Treyarch Studios:** Call of Duty: Black Ops 4
- **Harmonix Music Games:** Guitar Hero 2, Rock Band series 1-3, Dance Central, The Beatles:Rock Band
- **Robot Entertainment:** Orcs Must Die! 2, Hero Academy, Echo Prime, Orcs Must Die! Unchained