

Experience

- **Senior UI Artist**
King (Malmö, Sweden)
2019 - Present
 - Build prototypes, wireframes and user flows
 - Conduct user research and usability testing to improve designs
 - Educate and collaborate with teams for best UI/UX practices
 - Create and establish UI guidelines and pipelines with team
 - Provide a voice for players to create the best user experiences
- **Game Artist**
King (Malmö/Stockholm, Sweden)
2015 - 2019
 - Create art for UI, animations, VFX, 3D art and illustrations
 - Work with game engine and implement designs/art
- **Lead Artist**
1st Playable Productions (Troy, New York)
2012-2015
 - Lead and collaborate with art team to define art direction
 - Work closely with clients, team and stakeholders to achieve business goals
 - Manage and oversee project tasks, scope and milestones
 - Design game flows, wireframes and prototypes
 - Visual development and character design
 - Create and implement character art, animations and UI
- **Art Production Lead / 2D Artist**
Machine Union LLC (San Diego, California)
2011-2012
 - Advise and manage artists through production pipelines
 - Create UI menus, animations, props and effects
- **2D / 3D ARTIST**
Double-Take Media Solutions (San Diego, California)
2011-2012
 - Concept character, props and environments
 - Work closely with team to create art direction
 - Create 3D characters and assets.

Education

- **Bachelor of Science: Media Arts and Animation**
The Art Institute of California: San Diego
2008-2011

SKILLS

Interaction design
User research
Prototyping
Wireframing
Layouts
UI Design
Pipelines
Illustration
Animation
Visual development
Character design
Basic HTML/CSS

SOFTWARE

Adobe Photoshop
Adobe Illustrator
Adobe After Effects
Figma
inVision
Maya
Proto.io
Sketch
Spine

INTERESTS / HOBBIES

Cooking
Painting
Crafting
Health/Fitness
Hiking
Kickboxing
Nutrition
Video Games