



**SPECIALTIES**

- UI Art
- UX Flow & Wireframing
- Animation
- Graphic Design
- Photomanipulation/Compositing
- Vector Art
- Web Design
- Motion Graphics
- Photoretouching
- Custom Font Creation

**GAME ENGINES**

- Unreal Engine
  - Unity
  - Proprietary Engines
- Includes deep knowledge of creating complex screens, widgets/prefabs, animations, effects/shaders, and data driven sequences.

**SOFTWARE**

- Photoshop
- Illustrator
- After Effects
- Figma / Xd

**AWARDS**

- 2017 Games for Change People's Choice Award (At Play in the Cosmos)
- Six-time American Advertising Federation Award Winner (student category)

**EDUCATION**

Bachelor of Science Graphic Design  
Herzing University, Madison, WI

**EXPERIENCE**

**ASSOCIATE DIRECTOR OF UI** APR 2023 – PRESENT  
**LOST BOYS INTERACTIVE** SHIPPED: **WWE2K24 . WWE2K25**

As Associate Director of UI I served all projects Lost Boys Interactive was working on that included UI work. I identified project needs, and facilitated filling those needs on a case-by-case basis. This included but was not limited to overseeing high level direction, guidance, execution, participating as an individual contributor in ways similar to a Principal UI Artist, or helping identify quality candidates to build teams to support those needs. It was my duty to raise the bar across all aspects of UI/UX work that came out of Lost Boys Interactive. I also assisted Lost Boys at a studio level for various initiatives, demos, and pitch development projects.

**PRINCIPAL UI ARTIST** MAR 2022 – APR 2023  
**LOST BOYS INTERACTIVE** SHIPPED: **WWE2K23**

As Principal UI Artist I worked on the WWE 2K23 game's UI across almost all modes and features. I helped spearhead, document, and distribute process and pipelines foundational to raising the quality bar and standards for UI throughout the project. I was also responsible for creating UX wireframes and flows, high-fidelity screen mockups, card series and asset designs. I also worked extensively in-engine to create screens, prefabs, animations, effects, and sequences.

**SENIOR UI ARTIST** JUL 2020 – MAR 2022  
**LOST BOYS INTERACTIVE** SHIPPED: **WWE2K22**

As Senior UI Artist I worked on the WWE 2K22 game's MyFaction and MyGM game modes. I was responsible for creating UX wireframes and flows, high-fidelity screen mockups, card series and asset designs. I also worked extensively in-engine to create screens, prefabs, animations, effects, and sequences.

**ART DIRECTOR** JUL 2018 – JUN 2020  
**GEAR LEARNING**

Lead a team of artists to develop and execute a cohesive artistic vision. Maintain quality standards for all Visuals produced by the studio. Develop documentation, pitch materials, and styleguides.

**UI / UX / WEB DESIGNER** JAN 2017 – JUL 2018  
**GEAR LEARNING**

Worked simultaneously on multiple web design projects, print projects, product branding, and user interface designs for educational games.

**UI / UX / WEB DESIGNER** AUG 2012 – JAN 2017  
**LEARNING GAMES NETWORK**

**GAME UI DESIGNER** FEB 2011 – JUL 2012  
**MORGRIDGE INSTITUTE FOR RESEARCH**

**GRAPHIC DESIGN INTERN** MAY 2010 – AUG 2010  
**DELVE (FORMERLY DESIGN CONCEPTS)**

**GRAHPIC DESIGNER** SEP 2008 – JAN 2010  
**ETERNAL SOUL STUDIOS**

**PHOTO RETOUCHER** MAY 2006 – AUG 2008  
**NIEMAN PHOTOGRAPHY**