Sean McLaughlin

UI/UX Designer and Artist

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www.SeanUi.com

PRIMARY UI RESPONSIBILITIES

- Conceptual preproduction for the UI art style
- Wire-frame layouts for preproduction flow and design
- Click flow prototypes for usability evaluations.
- Content creation for icons, menus, and HUD assets
- Animation mock-ups and integration throughout the UI
- Work with art team for asset creation
- Managed layouts for text localization (EFIGS and RPKCJ)
- Camera setups for character customization screens
- Font style research and integration
- Work with outsource teams for content creation and Implementation of UI
- Managing Usability Tests

SOFTWARE PROFICIENCY:

Illustrator, Photoshop, Flash, Unity(UGUI), 3DsMax, Substance, InVision, Perforce, and MS Office

SOFTWARE FAMILIARITY:

After Effects, Unreal, Zbrush, and Scaleform

TRADITIONAL ART SKILLS:

Oils, Acrylics, Watercolor, Clay Sculpture, Figure and Landscape Painting, Environment and Character Conceptualization

EMPLOYMENT HISTORY

CAT DADDY GAMES/2K GAMES (APRIL 2017 - PRESENT)

NBA 2K MOBILE (iOS, Andriod), Unannounced Sci Fi Title, UX Designer and Art Director

DISNEY INTERACTIVE (SEPTEMBER 2013 - DECEMBER 2016)

MARVEL AVENGERS ALLIANCE 2 (iOS, Andriod), Lead UI Artist and Designer

MARVEL AVENGERS ALLIANCE TACTICS (Facebook), Senior UI Artist and Designer

IMPOSSIBLE STUDIOS, EPIC GAMES (JUNE 2012 - FEBRUARY 2013)

INFINITY BLADE: DUNGEONS (iOS), Senior UI Artist

MARYLAND INSTITUTE OF COLLEGE AND DESIGN (2010 - 2012)

PROFESSOR FOR DIGITAL ILLUSTRATION CLASSES

BIG HUGE GAMES/ 38 STUDIOS(2010 - 2012)

UNTITLED RPG (XBOX 360, PS3, PC), Senior UI Artist and Designer

KINGDOMS OF AMALUR: RECKONING (XBOX 360, PS3, PC), Senior UI Artist and Designer

RAINBOW STUDIOS/THQ, INC. (2006 - 2010)

MX VS ATV REFLEX (XBOX 360 AND PS3), Midlevel UI Artist

MX VS ATV UNTAMED (XBOX 360 AND PS3), Associate UI Artist

EDUCATION

Certificate in Interactive Media from The Guildhall at SMU   2005
Bachelors of Fine Art in Illustration from Ringling College of Art and Design   2001