

SUMMARY OF QUALIFICATIONS

- Able to take criticism / adapt
- Adept at UI/ UX, 3D hard surface, UVing, texturing, game design, print, branding, web (front end)
- Peerless ability to create useable assets from very little reference
- Self-motivated; able to oversee a project from concept to completion
- Able to lead a team large or small
- Exceptional communication skills / strong collaborative spirit

PROFICIENCIES

3D

- Maya
- Unity
- Zbrush

Raster / Vector

- Photoshop
- Illustrator
- Sketch

Web

- HTML
- CSS
- Bootstrap
- Wordpress



Motion

- After Effects
- Flinto



EXPERIENCE

KEY:  Day-to-day  Accomplishments



VERIZON UI / UX DESIGNER AUG 2016 - DEC 2017

- | | | |
|---|---|---|
| <ul style="list-style-type: none"> Creating wires, low / high-fi assetsDaily meetings with internal / external teamsJIRA / Sprint reviews | <ul style="list-style-type: none"> Created over 120 detailed UX documentsZeplin / Invision uploads UX direction for dev / creativeAR Asset creation (Maya + Unity) | <ul style="list-style-type: none">Part of exploratory team researching future techMotion graphics showcasing UX ?movementMarketing/ promo artwork |
|---|---|---|



VERIZON (CONTRACTOR) UX / UI DESIGNER NOV 2015 - AUG 2016

- | | | |
|--|---|---|
| <ul style="list-style-type: none"> UI / UX | <ul style="list-style-type: none"> Made sure the project didn't fall behind because of the company strikeMarketing/ promo artwork | <ul style="list-style-type: none">Created large asset library for both creative / Dev |
|--|---|---|



BARCLAYS (CONTRACTOR) UX / UI DESIGNER JAN 2015 - OCT 2015

- | | | |
|--|---|---|
| <ul style="list-style-type: none"> UI / UX | <ul style="list-style-type: none"> Helped contribute to the company's main style guide by adding new components / styles | <ul style="list-style-type: none">Responsive design for desktop, laptop, mobile using bootstrap |
|--|---|---|



CITY U CREATIVE DIRECTOR AUG 2013 – DEC 2014

- | | | |
|---|--|---|
|  <ul style="list-style-type: none">• Quickly creating wires, low-fi, high-fi assets• Daily meetings with internal / external teams• JIRA / Sprint reviews |  <ul style="list-style-type: none">• Created over 120 detailed UX documents• Zeplin / Invision uploads UX direction for dev• AR Asset creation (3D + Unity) | <ul style="list-style-type: none">• Marketing/ promo artwork• Motion graphics showcasing UX ?movement• Part of exploratory team researching future tech |
|---|--|---|



MARQUEE PRODUCTIONS, INC LEAD UI/ UX DESIGNER NOV 2012 – JUL 2013

- | | | |
|---|---|--|
|  <ul style="list-style-type: none">• UI / UX• Task delegation / management |  <ul style="list-style-type: none">• Helped shape company brand / style• Designed company website• Designed company business cards | <ul style="list-style-type: none">• Worked on two different game titles• Created over 27 unique UIs |
|---|---|--|



PEARANHA GAMES ART DIRECTOR JAN 2010 – SEP 2012

- | | | |
|---|--|---|
|  <ul style="list-style-type: none">• UI / UX• Task delegation / management• Game design |  <ul style="list-style-type: none">• Pipeline / naming conventions• 127 page design / achievement doc• Excel master asset chart (over 625 assets)• Branding (both IPs) | <ul style="list-style-type: none">• 50 animated visual mockups• Designed company website & social pages• Release of Rollgo / MuscleRacers on the App Store (iTunes) |
|---|--|---|

IMAGINARY FORCES (CONTRACTOR) ENVIRONMENTAL / HARD SURFACE ARTIST APR 2012 – JUN 2012

- | | | |
|---|--|--|
|  <ul style="list-style-type: none">• 3D (asset creation)• UV / texturing |  <ul style="list-style-type: none">• Creating realistic displacement via Illustrator displacement technique | <ul style="list-style-type: none">• Fast cleanup of scanned objects to usable lite poly assets |
|---|--|--|



SECRET PLAN STUDIOS (CONTRACTOR) ENVIRONMENTAL / HARD SURFACE ARTIST JUN 2011 – JUL 2011

- | | | |
|---|---|--|
|  <ul style="list-style-type: none">• 3D (asset creation)• UV / texturing |  <ul style="list-style-type: none">• Rotoloni Regina - Message In A Roll Pt 1• Rotoloni Regina - Message In A Roll Pt 2 | <ul style="list-style-type: none">• Created large scale environment with Vue |
|---|---|--|



THE FAMOUS GROUP (CONTRACTOR) ENVIRONMENTAL / HARD SURFACE ARTIST NOV 2010 – DEC 2010

- | | | |
|---|---|--|
|  <ul style="list-style-type: none">• 3D (asset creation)• UV / texturing |  <ul style="list-style-type: none">• Lexus Escape Commercial | |
|---|---|--|

SONY ONLINE ENTERTAINMENT ENVIRONMENTAL / HARD SURFACE ARTIST JUL 2010 – SEP 2010

- | | | |
|---|---|--|
|  <ul style="list-style-type: none">• 3D (asset creation)• UV / texturing |  | <ul style="list-style-type: none">• Quick turn around on assets• Large environments created for Twisted Metal |
|---|---|--|



YU+CO (CONTRACTOR) ENVIRONMENTAL / HARD SURFACE ARTIST JUL 2010, SEP 2010, MAR 2011, APR 2011

- | | | |
|---|---|---|
|  <ul style="list-style-type: none">• 3D (asset creation)• UV / texturing |  | <ul style="list-style-type: none">• Pirate of the Caribbean 4 - Title work• The Green Lantern - Title work• LG Demo |
|---|---|---|



MOSAIK STUDIOS (CONTRACTOR) ENVIRONMENTAL / HARD SURFACE ARTIST MAY 2010 – JUL 2010

- | | | |
|---|---|---|
|  <ul style="list-style-type: none">• 3D (asset creation)• UV / texturing |  | <ul style="list-style-type: none">• Matching in game story with cinematics for a AAA video game (Homefront THQ Cinematic) |
|---|---|---|



VIRTUE PLAY, INC. LEAD ENVIRONMENTAL / HARD SURFACE ARTIST SEP 2008 – JUL 2009

- | | | |
|---|---|--|
|  <ul style="list-style-type: none">• 3D (asset creation)• UV / texturing• Meetings with other leads |  | <ul style="list-style-type: none">• Moon themed next gen game assets• Helping shape the game• Proprietary software tools UI design |
|---|---|--|

REBURST STUDIOS, LLC LEAD ARTIST JAN 2007 – JUL 2008

- | | | |
|--|---|---|
|  <ul style="list-style-type: none">• Managing the art & dev teams• Task delegation & management• Front end coding (HTML + CSS) |  | <ul style="list-style-type: none">• Proprietary software UI design• Brand identity• Created company website |
|--|---|---|

HOLLYWOOD INTERACTIVE (CONTRACTOR) LEAD ENVIRONMENTAL / HARD SURFACE ARTIST JAN 2007 – JUL 2008

- | | | |
|--|---|--|
|  <ul style="list-style-type: none">• 3D (asset creation)• Interfacing with art director & producers• Front end coding (HTML + CSS) |  | <ul style="list-style-type: none">• Modeling iconic Hollywood buildings for online MMO.• Over 2,000+ reference photos taken |
|--|---|--|

Another 5.5 years worth of experience on www.linkedin.com/in/robertburton

CREDITED GAME TITLES

- The Silent Hill Experience
 - Lunar Racing Championship
 - Spyro: The Eternal Night
 - Rollgo (iOS)
 - Spyro: A New Beginning
 - MuscleRacers (iOS)
-

UNCREDITED GAME TITLES

- BlackSite: Area 51
 - Emergent GDC Tech Demo
 - Stargate Worlds
 - God of War 2
-

COMMERCIALS

- LG
 - Rotoloni Regina
 - Lexus Escape
 - Firestone
-

MOVIES

- Pirate of the Caribbean 4
(Title Work)
 - The Green Lantern
(Title Work)
-

EDUCATION

Savannah College of Art and Design
B.F.A (Computer Art)

REFERENCES

Available upon request