

Ryan Lee

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Summary

Creative and innovative Senior User Interface (UI) Artist with 10+ years of experience in creatively solving UI challenges and providing visual artistry for notable games including Forza Motorsport 4, Project Spark, Halo 5: Guardians and Star Wars: Hunters. Highly skilled in generating high-fidelity mock-ups, crafting seamless gaming experiences, and collaborating with UI team members to design game-ready art assets. Adept in using technical tools such as Photoshop, Illustrator, Figma, UMG, Unreal Engine and others to enhance visual appeal and functionality of gaming interfaces.

Experience

Zynga | Seattle, WA

Senior UI Artist // Star Wars: Hunters | 01/2022 - Present

Star Wars: Hunters™, is a competitive arena combat game for the Nintendo Switch system and mobile devices.

- Contribute to front end user interface features that promote and excite player engagement and monetization.
- Implement art assets into Unreal Engine 4.
- Mentor and provide guidance to junior user interface artists.
- Define training documentation and style guide resources.

Booz Allen Hamilton | Seattle, WA

Senior UI Artist // VR Experiences | 03/2020 - 01/2022

The Seattle Immersive Team is a rising star in virtual reality training and a pioneer in immersive development in Booz Allen Hamilton.

- Designed intuitive, user-friendly interfaces for virtual reality and desktop applications.
- Contributed to full implementation pipeline of user interface assets into Unity engine.
- Completed studio rebrand to "Seattle Immersive Studio" which included logo and marketing materials to attract future clients.

Estars Studios | Seattle, WA

Senior Visual Designer // Esports | 01/2019 - 02/2020

Estars Studios combines decades of experience in live esports production along with a deep passion for competitive gaming to create outstanding video content.

- Created digital marketing for all major esports events that included social media and partnership websites.
- Created interactive slideshows and printed brochures for the internal marketing teams.
- Completed studio rebrand from ESP Gaming to Estars Studios that included logos, brand identity and physical marketing materials.

iP2 Entertainment | Seattle, WA

Senior Visual Designer // National Geographic | 04/2017 - 01/2019

Each National Geographic Ultimate Explorer branded family entertainment center offers a unique opportunity to play and explore through themed attractions, interactive demonstrations and hands-on workshops in a fun and immersive environment that ignites kids' curiosity about the world.

- Helped design and implement user interfaces that contributed to the overall user experience through themed attractions.
- Designed over 200 unique achievement art pieces and over 30 unique mission cards.
- Helped develop the Ultimate Explorer brand by assisting with logo creations, style guides and graphic toolkits.

Microsoft | Redmond, WA

Senior Visual Designer | 01/2016 - 03/2017

Worked closely with Community Managers, Art Directors and Developers to design web experiences for Xbox Studios published video games. Games include Killer Instinct, State of Decay, Crackdown 3, Quantum Break and Scalebound.

- Designed fully responsive web designs that looked visually appealing, on brand and consistent on all devices.
- Integrated full functional designs into interactive prototypes to share with internal and external teams.

343 Industries | Redmond, WA

UI Artist // Halo 5: Guardians | 08/2013 - 07/2015

Worked as a UI Artist to create high-fidelity mockups and beautiful, game ready art assets. Found the best solutions to UI challenges and discovered creative solutions that challenged both technical and artistic limitations.

- Redesigned the entire multiplayer medal rewards system and artwork.
- Integrated user interface assets into the game through proprietary game engine tools.
- Iterated and discovered the best design solutions while producing high quality work within deadlines.

Microsoft | Redmond, WA

UI Artist // Project Spark | 04/2012 - 04/2013

Illustrated icons, logos, graphics and user interface elements that were implemented in game. Used written gameplay, usability and technical design documents for direction to create strong visual elements and user interfaces.

- Created art assets and implemented them into Expression Blend for the frontend user interface and heads up display (HUD).
- Created a visual language that consisted of over 700 illustrations.

Skills

Adobe Photoshop, Adobe Illustrator, Adobe Creative Suite, Unreal Engine, Unity Engine, User interface Design, User Experience Design, Interactive Prototyping, Visual Design, Mobile, Console, Problem Resolution, Virtual Reality, Graphic Design, Logo Design

Education

International Academy of Design & Technology | Seattle, WA

Game Production

Bachelor of Fine Arts

ITT Technical Institute | Seattle, WA

Multimedia

Associate of Applied Science