

STEVE MOSS

UI/UX ARTIST

Clifton Park, NY

518 928-7216

stevemossmedia@gmail.com

<http://www.moss.media>

EXPERIENCE

User Interface / User Experience Artist (2018-present)

Velan Studios

UI/UX design, artwork, illustration, and branding support for 2 shipped games. (Photoshop, After Effects, proprietary tools)

Games: *"Knockout City"* (2020), *"Mario Kart Live: Home Circuit"* (2020)

Senior User Interface Artist (2008-2016)

Activision / Vicarious Visions

UI/UX design, artwork, illustration, and branding support for 12 shipped games. Creation and upkeep of studio UI asset depot. (Photoshop, After Effects, proprietary tools, InDesign)

Games: *"Crash Bandicoot: N.Sane Trilogy"* (2017), *"Skylanders: Imaginators"* (2016), *"Skylanders: SuperChargers"* (2013-15), *"Skylanders: Lost Islands"* (2012-13), *"Skylanders: Cloud Patrol"* (2011-2012), *"Skylanders: Spyro's Universe"* (2011), *"Skylanders: Spyro's Adventure"* (2011), *"Guitar Hero 2012"* (cancelled), *"Guitar Hero: Warriors of Rock"* (2010), *"Guitar Hero 5"* (2009), *"Band Hero"* (2009), *"Guitar Hero On Tour: Pop Rock"* (cancelled), *"Guitar Hero: Modern Hits"* (2008), *"Guitar Hero On Tour: Decades"* (2008)

Freelance Artist (1998-present)

Illustration, photo manipulation, branding, website design. Online games and artwork for PrizePlay.com. Winamp user interface skins for clients including: AOL Time Warner, Atlantic Records, Coca-Cola, and Grand Royal Records (Photoshop, After Effects, HTML, CSS)

EDUCATION

Rochester Institute of Technology

Bachelor of Fine Arts, with Honors; School of Film and Animation (2000)

REFERENCES

Available upon request, and at <http://www.linkedin.com/in/stevemoss>