STEVE MOSS

UI/UX ARTIST

518 928-7216 • Clifton Park, NY (willing to relocate)
stevemossmedia@gmail.com • http://www.moss.media

EXPERIENCE

Specialist UI/UX Artist (12/2017 - present)
Velan Studios

UI/UX design, artwork, illustration, and branding support for 3 shipped games.

Games: *unannounced VR arcade game* (2023), *"Hot Wheels Rift Rally"* (2022), *"Knockout City"* (2020), *"Mario Kart Live: Home Circuit"* (2020)

Senior UI Artist (04/2008 - 11/2016)
Activision - Vicarious Visions

UI/UX design, artwork, illustration, and branding support for 12 shipped games. Creation and upkeep of studio UI asset depot.

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 (10/1998 - present)

Illustration, photo manipulation, branding, UI design, website design. Online game development and artwork for PrizePlay.com. Winamp user interface skins for clients including: AOL Time Warner, Atlantic Records, Coca-Cola, and Grand Royal Records

SOFTWARE & SKILLS

Adobe Creative Suite (Photoshop, After Effects, Illustrator, InDesign), proprietary engines, Unity Engine, Figma, storyboarding, illustration, pixel art, typography, problem solving, creative thinking, effective communication, 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