

# RAZMERGIAN

## EXPERIENCE

- 2019-2022 **Respawn Entertainment: Sr. UI Artist**
  - Create UI art assets and layouts
  - Implement front end features and UI elements
  - Create in-game motion graphics using in-house tools
  - Maintain UI style through team critique and maintenance
  - Review outsourced content to maintain style and quality bar
  - Communicate cross dept to guide implementation and process
- 2017-2018 **Section Studios: UX/UI Artist**
  - Designed UI layout and interface
  - Created and designed UI art assets
  - Code and implement front end features and UI elements in Unity
  - Direct others in asset creation
  - Review and offer feedback on outsourced work
- 2015-2017 **Freelance Visual Effects Artist for TV/Film**
  - Did work for the following companies/programs
    - So You think You Can Dance (3D/Motion Graphics)
    - America's Got Talent (Cold Open)
    - IFC - Gigi Does It (paint outs, removals, VFX)
    - NBC / Seeso / Bajillion Dollar Propertie\$ (VFX, graphics)
    - Warner Horizon (Title work on pitches for new shows, VFX)
    - Netflix / CBB / Micheal Bolton's Valentines (VFX)
- 2015 **SoundMorph: Generalist (Contract)**
  - Created launch trailers (cg videos) for new products
  - Created box art and marketing materials
  - Website design and UI direction
- 2015 **Warner Bros: Visual Effects Artist for TV (Repeat After Me)**
  - Performed screen footage replacement in post
  - Reflection removal/replacement
  - Paint outs and corrections
  - Template customization
- 2014 **Firebrain: Design and Illustration Generalist**
  - Designed websites, catalogs, posters, flyers, etc for clients
  - Performed website "maintenance" for client requested changes
  - Maintained various online stores
- 2013-2018 **Freelance**
  - Developed mobile games in Unity (art/design/UI/c# scripting)
  - Worked as contract producer for SpinPunch's War Star Empire (Facebook RTS)
  - Led UI direction and developed art for various projects
  - Illustrated/designed for enterprise web apps

## OBJECTIVE

To work as a creative developer, leveraging my varied skill-sets to author content that will be engaging, memorable, and of the highest quality.

## PROFICIENCIES

- Adobe Suite
- ZBrush
- C#
- Javascript
- Unity
- CSS3/HTML5
- Maya
- WPF/Expression Blend
- Writing
- Caffeine Consumption

## EDUCATION

- Columbus College of Art & Design: 2010**
  - BFA in Illustration
  - Minors in Time Based Media and Writing

## REFERENCES

Available upon request.

- 2010-2013 **Reactor Zero: Lead Designer . Scripter . Artist**
  - Led functional design documentation/decisions for projects
  - Designed UX/UI for in-house and customer facing toolsets
  - Created runtime UIs w/ javascript, CSS3, and HTML5 -- (CEF)
  - Modeled 3D art assets (weapons, buildings, props)
  - Authored 3D levels (world building/scripting/ai)
  - Animated human characters for games and promo videos
  - Demoed to and trained clients for products -- clients including groups such as the Secret Service and other gov groups
- 2001-2003 **Outrage Games (division of THQ): Game Designer . Generalist**
  - Wrote detailed design documents during development phases
  - Designed levels from written form to playable finish
  - Scripted levels and boss battles via in house visual scripting system
  - Modeled levels using Maya
  - Animated minor props
  - Headed the initial design of the combat system in Alter Echo (PS2/Xbox title)
  - Trained others in use of the scripting system
  - Worked with a team of designers assisting the writer in crafting the story for "Alter Echo"
  - Survived some nasty crunch periods!