

JESSICA SAGE

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I am an experienced User Interface Artist who specialises in video games.

SUMMARY OF QUALIFICATIONS

- Six years' experience in the video games industry
 - Completed several game development projects across multiple platforms
 - Versatile with a broad skill-set and an excellent range of art styles
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PROFESSIONAL EXPERIENCE

UI Artist/Motion Designer at Ludia

2013 - present

- Creating and implementing UI assets
- Designing and animating menus for new systems and features
- Liaising with a large multidisciplinary team to deliver animated 2D and 3D interfaces

UI Artist at Curve Studios

2011 - 2013

- Designing, creating and exporting icons and menu assets
- Concepting menu styles and animations
- Using Flash to build prototypes and implement menu systems
- Additional tasks including Web Design, promotional imagery and Motion Graphics

Outsourced UI Artist at Crytek UK

2012

- Creating icons with several designs and iterations
- Intensive work from home during weekends and evenings
- Delivering a large quantity of work for a tight deadline

Flash Designer at Localstars

2011

- Creating animated Flash advertisements for a broad range of clients
- Co-operating with other team members to deliver products efficiently

Freelance UI Artist at Tern TV

2011

- Concepting menu styles
- Working from home to deliver designs and assets

Junior Artist at Play2Improve

2010 - 2011

- Creating, animating and exporting 3D models for the Unity engine
 - Designing, creating and exporting icons and menu assets
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PROJECTS

Battlestar Galactica: Squadrons, LUDIA (iPhone, iPad, Android)

2016 – present

Dragons: Rise of Berk, LUDIA (iPhone, iPad, Android, Facebook)

2014 - 2016

Stealth Inc., CURVE STUDIOS (PS3 & PS Vita)

2013

Thomas Was Alone, MIKE BITHELL / CURVE STUDIOS (PS3 & PS Vita)

Crysis 3, CRYTEK / EA (PC, Xbox 360, PS3) **2012**
Stealth B*** Deluxe**, CURVE STUDIOS (PC)
Hydroventure: Spin Cycle, CURVE STUDIOS / NINTENDO (3DS)
PKR Roulette 3D & Blackjack 3D, CURVE STUDIOS / PKR (iPhone, iPad)

The 39 Steps, TERN TV / KISS (PC, Mac) **2011**
FPS Trainer, PLAY2IMPROVE (PC browser)

KNOWLEDGE AND SKILLS

- User Interface and Graphic Design
- HTML, CSS and Web Design
- Motion Graphics and Video Editing
- 3D Modelling and Animation
- Art Asset pipeline and Exporting
- Communication and professional attitude

SOFTWARE EXPERIENCE

- Photoshop
- Illustrator
- Flash
- After Effects
- Maya
- 3ds Max
- Wordpress
- Unity Engine
- XNA Engine

EDUCATION

University of Abertay Dundee **2006 - 2010**
BA (Honours) Computer Arts, 2:1

AWARDS AND VOLUNTARY ACTIVITIES

Featured in 'Working in the Games Industry' (Babcock Lifeskills) **2012**

Conducted a presentation about the games industry at the City of London School **2011**

Speaker at WES conference 'Making Digital Britain – Inspiring future changes' **2010**
Winning team at the annual Scottish Game Jam

Participant in the annual Dare to be Digital competition **2009**

REFERENCES AVAILABLE UPON REQUEST