


Kevin Baker

UI ART & GRAPHIC DESIGN

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ABOUT ME

Experienced UI artist based in West Midlands UK, with eight years in the games industry creating UI and art for AAA console, mobile, and browser games, and an earlier four years designing graphics for print and web.

A background in illustration coupled with my UI and design experience gives me a versatile skill set to provide users an experience that is both attractive and intuitive.

TECHNICAL SKILLS

I have experience working on all stages of UI/UX development including:

- Design of menu flow, wireframes and screen layouts.
- Development of visual language and style.
- Creation of concepts, prototypes, assets and textures.
- Implementation and polish of final UI.

Proficient with Adobe software including Illustrator and Photoshop.

Prototyping using After Effects, Flash, other keyframe animation tools.

Implementation with Flash & Scaleform, Anark Gameface, Expression Blend, and other custom UI tools.

Experience with 3DSMax. Traditional drawing, illustration, digital painting and vector art. Typography and font authoring.

EDUCATION

University of Lincoln

2004 - 2007

BA (Hons) Degree in Illustration

Hereford College of Art

2003 - 2004

Foundation Art Diploma

WORK HISTORY

Lead UI Artist - Team6 Games

July 2017 - Present

Experienced UI Artist - Codemasters

June 2016 - June 2017

Worked with teams across several projects and contributed to games including the F1 and DiRT franchises.

Freelance UI Artist & Graphic Designer

July 2013 - June 2016

As a freelance artist I provided studios with UI and supporting artwork for a variety of titles. I have worked for clients including: Ubisoft, Sony, Airship Games, Nordeus, Digital Sports Arena, and Three Towers Games.

UI Technical Artist - Clockwork Monkey Studios

June 2013 - June 2014

With the UI outsourcing team at Clockwork Monkey Studios I worked remotely and on-site for AAA studios to create and implement high quality UI for next-gen console, mobile and browser games including The Crew.

UI Artist - Playground Games

July 2011 - May 2013

Worked on Forza Horizon from pre-production through to the end of the project, then continued with DLC content and into early production for Forza Horizon 2.

Graphic Designer

August 2007 - June 2011

In-house designer at a small printing company creating graphics and layouts for print and web. Worked on a variety of projects including web images, vehicle graphics, advertisements & promotional materials.