

Kevin Baker

UI ART & GRAPHIC DESIGN

+44 (0)7856195395



contact@kevbaker.com



ABOUT ME

UI artist based in West Midlands UK, with six years experience in the games industry creating UI and art for AAA console, mobile, and browser games, and a further 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 the 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 with 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

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 - Present

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

UI Technical Artist - Clockwork Monkey Studios

June 2013 - June 2014

With Clockwork Monkey Studios I work remotely and on-site for AAA studios around the world, to create and implement high quality UI for next-gen console, mobile and browser games.

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 pre-production for Forza Horizon 2.

Additional responsibilities included communicating with vendors and providing feedback on outsourced UI artwork.

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.