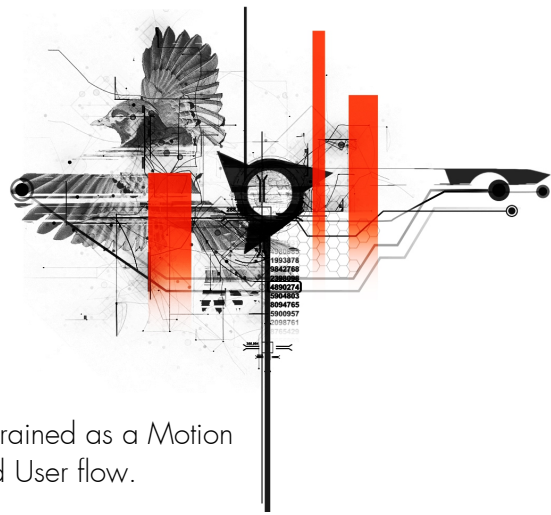


JAMES THOMPSON

UI ARTIST

Tel: 07368364869

Email: jrtson@gmail.com



UI Artist proficient in Adobe Photoshop and Adobe Illustrator. Originally trained as a Motion Graphics Designer with a skillset in Adobe After Effects used for UX and User flow.

Industry Experience

Electric Square – UI Artist: Forza Street / Hot Wheels ID

October 2018 – April 2019

Worked along side a fantastic team across two sites on a Forza Street, and in Live Ops when under the title of Miami Street. Created weekly event assets, as well as UI and Graphical Assets. Also part of the Hot Wheels ID team, creating UI mock ups and UX flow animations.

WoksOn Studios – Lead Artist: Balance of Kingdoms & Cannon Crew Reloaded

October 2016 – September 2018

Lead Artist on new games destined for Switch and PC.

Created 3D models of in game assets and 2D graphical content used for promotional purposes.

Hexology – Video Editor/Graphic Designer

October 2015 – August 2016

Created digital media (graphics, videos etc.) following briefs. Edited, audio-mixed and created VFS for Kickstarter video. Worked and liaised with clients and production teams to get better knowledge of the product.

Online Creative – Post Production Assistant

June 2015 – September 2015

Worked on a large amount of project on a variety of software including editing on FCP7, AVID and Premiere. Composited graphics for digital signage on After Effects. Liaised in person with clients. Clients included: Sony, IMEX, Thomson Reuters, NWS (Natural World Safaris) and TV Choice.

ColourTV London – VFX Editor/Assistant Editor

March 2015 – June 2015

Created Motion graphics for an internet web series aired on Comedy Central website and logged, graded and synced clips for episodes of a different series.

Education

2015 - 2016 University of Brighton (Hastings Campus): BA (Hons) Broadcast Media

2013 - 2015 University of Brighton (Hastings Campus): FdA Digital Post Production

2011 - 2013 Bexhill College: Media Production TV & Film BTEC Extended Diploma