

# Frank Diaz | UI Artist

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## OBJECTIVE

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To work with a team at a well established game developer as an Environment Artist, Designer and/or UI/UX Artist

## EXPERIENCE

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Liquid Entertainment | Pasadena, California

2010

### UI ARTIST

Unannounced Movie License (360, PS3, PC | UNREAL ENGINE)  
UI/UX DESIGN & MOTION GRAPHICS

Timbuk2 Studios | Austin, Texas

2010

### UI ARTIST | CONCEPTUAL

Unannounced Movie License (360, PS3, PC)  
UI/UX DESIGN

VirtuePlay, Inc. | Marina Del Rey, California

2008-2009

### UI ARTIST | TOOLS DESIGNER | ENVIRONMENT ARTIST | FX ARTIST

Lunar Racing Championship (360, MAC, PC | PROPRIETARY ENGINE)  
UI/UX DESIGN, MOTION GRAPHICS, ENVIRONMENT ART, PARTICLE EFFECTS, TOOLS DESIGN

Spark Unlimited, Inc. | Sherman Oaks, California

2007-2008

### UI ARTIST

Turning Point: Fall of Liberty (360, PS3, PC | UNREAL ENGINE)  
Legendary (360, PS3, PC | UNREAL ENGINE)  
SONY PS3 License (PS3)  
Unannounced License (360, PS3, PC | UNREAL ENGINE)  
UI/UX DESIGN & MOTION GRAPHICS, LEVEL DESIGN, LIGHTING, POST PROCESSING, SHADERS, ACTIONSCRIPT

KUMA\GAMES | New York, New York

2006

### DESIGNER

The Dinohunters (PC | SOURCE ENGINE)  
KUMA\WAR (PC | SOURCE ENGINE)  
2D DESIGN, ACTIONSCRIPT