



JON WOFFORD

UI / ART / CODE

SUMMARY

I have ten years of experience as a UI artist and designer for games, having originally worked as a graphic designer in print and web. Though graphic design is my specialty, animation and motion graphics are a large part of what I do, and I often make use of my illustration/3D abilities as well. I also have a strong programming background, which I put into practice by scripting UI screens and creating art automation tools for myself and my fellow artists.

WORK EXPERIENCE

SENIOR UI ARTIST

BioWare Austin
2014-Present | Austin, TX

Worked as the sole UI artist on three SWTOR expansions: *Shadow of Revan*, *Knights of the Eternal Throne*, and *Knights of the Fallen Empire*. In addition to creating all new UI art in the game, I also created all MTX store banners and advertisements, as well as the occasional company t-shirt. Currently working on BioWare's new IP, Anthem.

LEAD UI ARTIST

Edge of Reality
2009-2014 | Austin, TX

Served as the UI lead on Loadout, after shipping several other titles including The Sims 3 and The Sims 3: Pets. Primary duties included UI design, art/animation, and sometimes scripting. Additional responsibilities included motion graphics, videos, pitch docs, game logos, in-game signs, and print/web marketing materials.

2D/UI ARTIST

Amaze Entertainment
2008 | Austin, TX

Took over 2D/UI asset creation when the previous UI artist left mid-project, and supplied the studio with some handy new automation tools and asset creation scripts.

SENIOR GRAPHIC DESIGNER

BedandBreakfast.com
2006-2009 | Austin, TX

I handled all of the creative needs for BedandBreakfast.com and her sister companies, Inns.com and RezOvation. I overhauled their print marketing campaign, redesigned their websites, and helped automate production of their in-house gift cards.

GAME CREDITS

ANTHEM | IN DEVELOPMENT

Senior UI Artist

KNIGHTS OF THE FALLEN EMPIRE | SWTOR

Senior UI Artist

KNIGHTS OF THE ETERNAL THRONE | SWTOR

Senior UI Artist

SHADOW OF REVAN | SWTOR

UI Artist

LOADOUT

Lead UI Artist

TRANSFORMERS: RISE OF THE DARK SPARK

Narrative Designer

DRAGON AGE II | JAPANESE

GUI Artist

THE SIMS 3 : PETS | CONSOLE

UI Artist

THE SIMS 3 | CONSOLE

UI Artist

THE TALE OF DESPEREAUX | DS

UI Artist

NIGHT AT THE MUSEUM | DS

Additional Art

EDUCATION

SCAD | 2012-2014

Continued education, studying art and graphic design.

UNIVERSITY OF HOUSTON | 1999-2001

Studied computer science and math.