



**SLOAN DESIGN**

Jonathan Sloan | Media Designer | 425.422.2622 | jonathan@sloandesign.com

**Experience** UI Artist, April 11 to Present

Aquent Temporary Staff for Microsoft Game Studios | Redmond, WA

**Good Science - Kinect Fun Labs**

- Crafted UI elements for applications that were designed to highlight Kinect technologies
- Collaborated with design team to construct a fun user friendly experience that allows individuals to create and share content with friends
- Assisted in asset integration for both the application experiences and the service that allows users to download applications
- Assembled animated visuals to communicate transitions and effects

UI Artist, September 10 to April 11

Aquent Temporary Staff for Microsoft Game Studios | Redmond, WA

**Central Media Services - Fusion Genesis/Sentient**

- Designed UI solutions for a complex MMO project that incorporated both the Xbox platform and the Windows Mobile Phone
- Developed an icon language that was both decorative and intuitive
- Employed Adobe Illustrator and Expression Blend to create a Silverlight Menu system
- Set visual targets in Photoshop to better communicate artistic goals to developers
- Created a unique game logo and branding assets

UI Artist, April 10 to August 10

Aquent Temporary Staff for Microsoft Game Studios | Redmond, WA

**Good Science - Kinect Adventures**

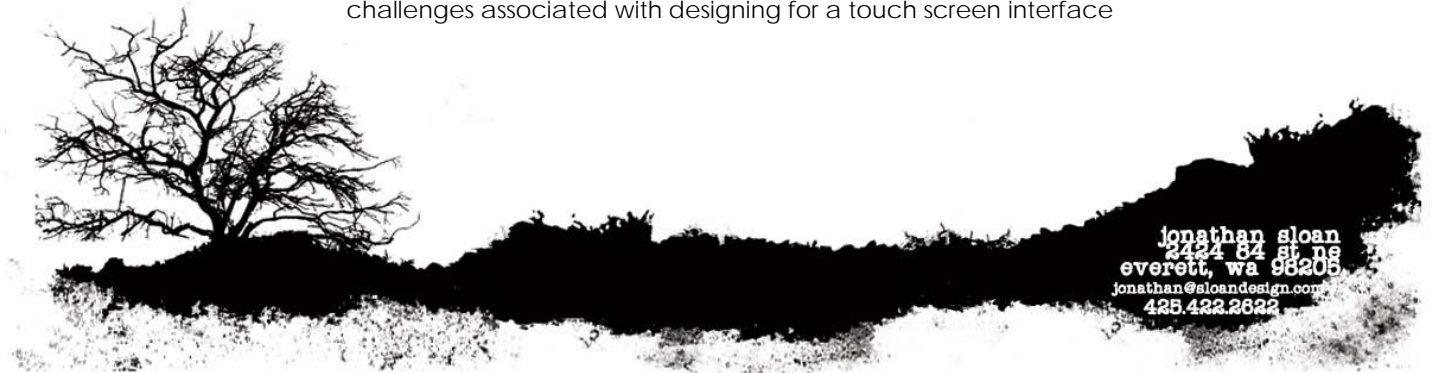
- Developed strong collaborative relationships with design and development teams to create concepts and prototypes for video game interface functionality, look and feel
- Created high-fidelity prototypes to clearly illustrate and communicate the overall artistic vision for the game
- Provided inventive solutions to address interface challenges associated with a game designed to utilize ground breaking technologies
- Designed visual treatments for game UI and menus that were intuitive to end users.
- Maintained a consistent art style to produce a cohesive design end to end
- Identified inconsistencies and opportunities that broke the flow of the UI and could potentially confuse users then provided creative solutions to correct those issues

UI Designer/Artist, July 09 to April 10

Aquent Temporary Staff for Microsoft Corporation | Redmond, WA

**Windows Mobile Games**

- Created conceptual wireframes and high fidelity prototypes to effectively communicate design direction and goals for Mobile applications and games
- Produced XAML assets for Silverlight games designed to work on Windows Mobile phones
- Worked with the incubation team to develop concepts and creative ideas for a new Mobile Phone Scavenger Hunt Application
- Participated in daily strategy meetings, offering insightful and productive solutions to UI challenges associated with designing for a touch screen interface



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**UI Designer**, March 08 to April 09

Aquent Temporary Staff for Microsoft Corporation | Redmond, WA

**Games for Windows - LIVE**

- Played an integral role in the design and development of a software application that provided users the ability to purchase and manage game downloads
- Collaborated closely with developers to produce XAML assets for software application
- Worked closely with marketing and usability departments to create a software design that was intuitive to users and met company branding guidelines
- Responsible for creating icons and other branding elements that carry across all Games for Windows applications as well as production art to promote upcoming game titles

**Creative Director**, Nov 04 to March 08

Mobile Penguins Inc. | Bellevue, WA

**www.mobilepenguins.com**

- Played a strategic leading roll in the decisions that helped shape company policies and procedures
- Managed multiple projects simultaneously from concept to completion, adhering to strict deadlines and budget requirements
- Fostered strong working relationships with all departments through humor, clear communication and exceptional quality of work
- Developed strong customer relationships by understanding and exceeding client expectations

**Graphic Design / Web Design**, June 04 to March 08

Sloan Design | Lake Stevens, WA

**www.sloandesign.com**

- Skills**
- Fluent in HTML and CSS to develop cross browser friendly sites that adhere to web standards
  - Proficient use of Adobe Flash CS4 to create dynamic interactive experiences
  - Exceptional skill in Adobe Photoshop CS4
  - Possess a good command of Macromedia Freehand MX and Adobe Illustrator CS4
  - Adept in the use of Microsoft Expression Software to produce XAML assets

- Software**
- Adobe Photoshop CS4
  - Adobe Illustrator CS4
  - Adobe Dreamweaver CS4
  - Microsoft Expression Design
  - Adobe Flash CS4
  - Macromedia Freehand MX
  - Microsoft Office Suite 2007
  - Microsoft Expression Blend



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