



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

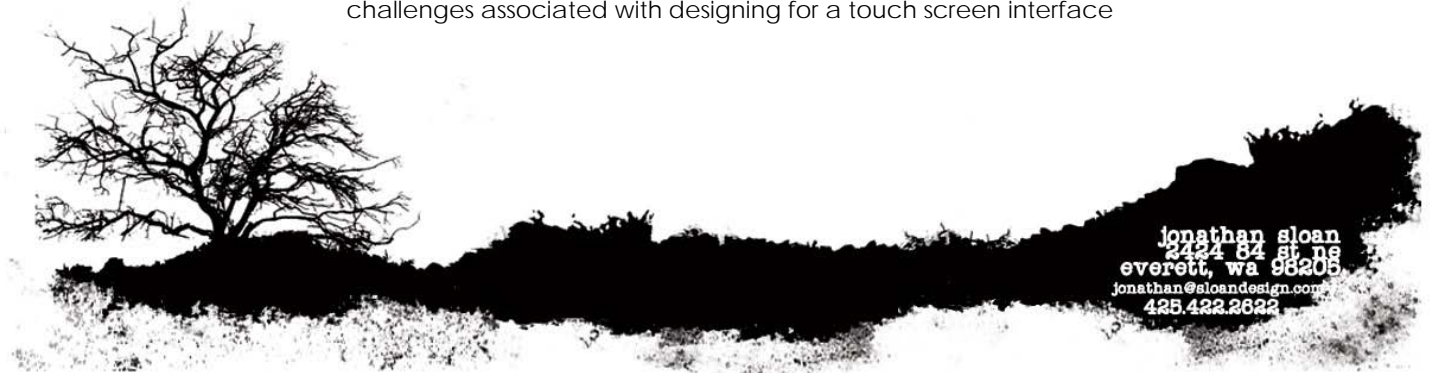
- Developed strong collaborative relationships with design and development teams to create concepts and prototypes for video game interface functionality, look and feel
- Created high-fidelity prototypes to clearly illustrate and communicate the overall artistic vision for the game
- Provided inventive 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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