

Jonathan Sloan

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Summary

I am a UX Designer and UI Artist with over 10 years of experience working in all varieties of media including Web, Mobile, and Console Games. In October of 2016 I founded a casual game company with three partners and prior to that I had the good fortune of working at Microsoft Game Studios and Kabam where I released two Editor's Choice award winning titles. Examples of my work can be found here: <https://designsloan.wixsite.com/portfolio>

Employment History

Fire Giant Entertainment, Oakland, California

Founder and COO

October 2016 - Present

Fire Giant Entertainment is an independent Game Company focused on creating unique memorable experiences and quality entertainment brands for games, online media and much more.

GREE, San Francisco, California

Senior UX Designer & UI Artist

November 2016 - March 2017

At GREE I was brought on as a consultant to help establish visual style and assist in mapping the user flow for an unreleased project that featured 3 different game modes. My primary responsibilities were to set up the UI Style Guide, Build Wireframes and create a variety of icons.

Kabam, San Francisco, California

Senior UX Designer & UI Artist

April 2012 - November 2016

Led a team of UX designers and UI artists in the development of multiple Editor's Choice Titles including: 'The Hobbit: Kingdoms of Middle Earth', 'Spirit Lords' and 'Star Wars: Uprising'.

Microsoft Game Studios, Redmond, Washington

UX Designer & UI Artist

April 2008 - November 2012

Joined Microsoft to support Xbox and Games for Windows web properties. Transitioned to games for windows Mobile and then focused on Kinect titles for Xbox.

Released Titles

- Hexic Rush - Windows Mobile
- Flowerz - Windows Mobile
- Kinect Adventures - Xbox
- Kinect Fun Labs - Xbox
- Fusion: Genesis - Xbox
- Fusion: Sentient - Windows Mobile
- Kinect Star Wars - Xbox
- Kinect Play Fit - Xbox
- Global Warfare - Mobile

- The Hobbit: Kingdoms of Middle Earth - Mobile (Editor's Choice)
- Spirit Lords - Mobile (Editor's Choice)
- Star Wars: Uprising - Mobile (Editor's Choice)

Professional Skills

Adobe Photoshop:	Expert
Adobe Illustrator:	Expert
Unity Game Engine:	Advanced
Adobe Animate:	Advanced
Microsoft Office Suite:	Advanced
NGUI:	Advanced
Axure:	Advanced
Unity Particle System:	Intermediate
3DS Studio Max:	Intermediate
Plastic SCM:	Intermediate
Perforce:	Intermediate

References

Alberto Cerriteno

Principal Art Director and former manager

acerriteno@gmail.com

Microsoft

Michael Dashow

Art Director and former manager

mdashow@michaeldashow.com

Kabam

Dylan Vance

Program manager and former manager

luckiestmanalice@hotmail.com

Microsoft

Education

Art Institute of Seattle, Seattle, Washington

Interactive Media Design

Graduated - June 2004