STEVE FORDE

UX Director & UI Artist
steve@cairn4.com - Central Massachusetts
@cairn4

EDUCATION

BFA Visual Design: Electronic Imaging

University of Massachusetts, Dartmouth, 2002 - 2006
Summa Cum Laude, Commonwealth Scholar - Honors Program
Focus on virtual reality, 3D modelling and animation, 2D animation, and graphic design.

SKILL SET

UX Design

Working with gameplay designers, producers, and clients to spec UI/UX needs for projects. Designing menu flow and creating initial wireframes in Adobe XD. Designing for different device form factors and operating systems.

2D and UI Art

Concept sketches and establishing UI style with Photoshop mockups. Creating production-ready assets, icons, and logos. Using vector shapes whenever possible during UI production for easily resizable and modifiable elements. Creating 2D animations in Spine.

UI Implementation

Setting up and maintaining complex UI layouts in Unity. Assisting with UI scripting and hook-up with C#. Creating animations for menu transitions, fanfare, and celebration flows. Creating

particle effects. Years of experience with developing games in Java. Making sure that user interfaces work with localized text for different languages.

Software

- Unity
- Photoshop
- Adobe XD
- Java / libGDX
- Spine (Esoteric Software)
- Android Studio, Visual Studio
- Git, SVN

And some...

- Illustrator
- Premiere, After Effects
- Blender 3D
- Frontend webdev: HTML, CSS, Javascript, PHP
- Linux, Bash scripting

WORK HISTORY

Over 14 years of experience in game UX and UI art

HitPoint Studios - UX Director and UI Artist

2013 - Present

Leading the visual and UX design across studio projects including AR and mobile games. Developing wireframes, storyboards, mood boards and creating UI specifications that describe the user experience to a project's stakeholders. Working closely with game designers and engineers. Creating in-game UI assets, implementing user interfaces in-engine. Adding animation and polish. Creating branding / marketing materials for projects and the studio. Assisting with reviewing candidates for additional UI staff and onboarding new hires.

As a UI Artist for the first 4 years at HitPoint, I was also drawing isometric game buildings, decorations, and creating hidden-object scenes.

Notable projects

- Venture Valley - PC, Mobile - Singleton Foundation
- Game of Games - Mobile - Ellen Digital Ventures

- Gettysburg AR Demo - Mobile - Niantic
- Color BlastAR - Mobile
- Disney Magic Timer - Mobile - Disney/P&G
- Star Wars Porg Invasion - HTML5 Mobile - LucasFilm/Disney
- Starbucks Hopscotch Rewards - HTML5 Mobile
- Adera - Mobile
- Kody Kapow Village Defender - Mobile - Universal Kids
- Dragons Adventure World Explorer - Mobile - DreamWorks
- Fablewood - Facebook, Mobile
- Seaside Getaway - Mobile
- Seaside Hideaway – Facebook
- Disney Fairies Hidden Treasures – PC
- Hell Marys - Mobile – DeNA/Mobage

Cairn4 Games - Self Employed

2013 - Present

Developing my own games in Java / libGDX. Learning new things as I go. Creating all game art assets and animations. Steamworks SDK integration and setting up Steam Store and Itch.io pages. Maintaining community engagement on a Discord server. Experience integrating with Google Games Play Services. Google Play and Apple App Store submissions.

Notable projects

- MewnBase - Windows/Mac/Linux
- Pombie Jump - Mobile
- Pombie Zong – Mobile

Ransacked Studios - Artist

2014 - Present

Working as part of a team of 3 developers on independent games. Responsible for 2D assets, FX, menus, art integration in Unity, and marketing and promotional materials.

Notable projects

- Glitch's Trip - PC, Switch, Xbox
- Zombie Scrapper - PC, Switch, Mobile

ImaginEngine - Lead Artist
2008 - 2012

Designing and implementing, user interfaces and 2D art for PC, console, handheld, and mobile games. Responsible for setting the visual style of our products through concept art for characters and environments, storyboarding and providing direction to the outsource art teams. UI scripting and additional work on FX and 3D modeling.

Notable projects

- Sonic All Stars Racing Transformed - Nintendo 3DS
- Wreck-It Ralph - Nintendo 3DS
- AXEMAN Mobile - Mobile
- Apples to Apples - Xbox 360, PS3
- Monster High: Ghoul Spirit - Wii, DS
- Haunted House - PC, Xbox 360, Wii - Atari
- Defense Acquisition University training project - PC
- Alvin and the Chipmunks: The Squeakquel - Wii, DS
- Are you Smarter than a 5th Grade: Back to School - Wii, DS
- Are You Smarter than a 5th Grader: Game Time - Xbox 360, Wii
- Cesar Millan's Dog Whisperer - DS, PC

Freelance Web Developer
2006 - 2014

Designed and developed portfolio and websites for a variety of clients, mainly in the video production industry. Creating custom WordPress themes.

UMass Dartmouth - Internet Systems Designer / Developer
2006 – 2008

Working as web designer and developer for the University's staff and faculty. Was responsible for redesigning the University's website in 2006 to provide a visual consistency throughout its many departments and organizations. Helped lead the implementation of new web technologies such as streaming live video and audiocasts. Also worked part-time as an under-graduate student for 2 years in the same department prior to coming on full-time.

Third Screen Media - Freelance Artist

2006 - 2007

Animated Flash promotional materials. Mockups and creative assets for mobile advertising campaigns.

Dragonfly Game Design - Freelance Artist

2003 – 2007

Working with a small group in developing PC games. Responsible for art and graphics of the game interface as well as web design and printed media.