

CONTACT

allister@hey.com
(978) 809 - 9716

Portfolio

www.AlbertCarmona.com/ui

LinkedIn

linkedin.com/in/albertjcg

Based in

SKILLS

UX/UI Design
User Experience
Art Direction
Technical Direction
Video Game Development
Motion Graphics
Motion Design
3D Modeling and Animation

SOFTWARE

Proprietary Video Game
Engines
Autodesk Maya
Photoshop, After Effects,
Premiere, XD, Illustrator
FIGMA
ShotGrid
Perforce

EDUCATION

**Masters of Fine Arts in
Computer Animation**
The Art Institute of California-
San Francisco
**Bachelor of Fine Arts in
Computer Animation**
Merrimack College

LANGUAGES

English
Spanish

Albert Carmona

UI/UX DESIGNER & DIRECTOR

Experienced **UI & motion graphics design director** skilled in 3D and video game pipelines, passionate about creating engaging interactive experiences.

RELEVANT EXPERIENCE



Lead UI Artist

2K Games / Visual Concepts (2015 - Present)

- Design comprehensive wireframes, mockups, prototypes, and documentation for menus, HUD, and feedback, utilizing Figma and Adobe software.
- Established and maintain style guides and standards for UI assets, this created consistency and visual coherence throughout the game.
- Work in close partnership with game designers to create a cohesive and immersive gameplay experience, closing the gap between the design team and the UI team.
- Collaborate with the art director to develop and communicate an inspiring vision for NBA2K's interface, driving increased user engagement and positive feedback.
- Manage and art-direct a team of highly skilled UI artists and builders, fostering a collaborative and innovative work environment.
- Assist with interviewing and growing the art team.
- Supervise the creation of menus and interfaces, providing detailed feedback to artists and engineers to ensure high-quality deliverables and efficient builds.
- Build high-traffic intricate interactive projects using the game's development engine, including the main menu, UI environment, player walkouts, and pack reveals in MyTeam.
- Ensure seamless functionality across multiple platforms, proactively anticipating and addressing localization constraints.
- Collaborate closely with engineers to problem-solve, implement, and optimize game features, resulting in improved performance and better interactions between artists and engineers.

3D and Motion Graphics Artist

Hectic Digital

- Delivered various motion graphics and 3d modeling/animation projects for the studio's multiple clients.

Motion Graphics / Animator

Carmanation

- Created a short film introducing the startup company from concept to animations and effects using Adobe After Effects.