

ALISA BISHOP

<http://alisabishop.com>

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USER INTERFACE | ILLUSTRATION | GRAPHIC DESIGN

SUMMARY



Versatile artist with 9+ years of experience in the design & illustration fields and 5 years of experience in video game ux/ui. Skilled in user experience, user interface artwork & animation, illustration, concept, graphic & print design. Able to smoothly adapt skills to any project and art style while iterating quickly and efficiently. Excellent eye for design and detail. Easy to work with and a diligent team member. Passionate about gaming and creating an exciting end user experience.

EXPERIENCE

- Adept with Adobe Photoshop, Illustrator, Flash & InDesign, familiar with Adobe AfterEffects & Autodesk Maya
- Experience with implementing UI art assets in Unity and Unreal engines. Experience with Scaleform & Slate
- Creating functional and beautiful UI & UI animations for a variety of end users and styles
- Process of UI creation and iteration, from thumbnails to mockups to redlines and final assets
- Experience with working in a variety of pipelines and project management styles, and adapting as needed.

Valkyrie Entertainment // User Interface Artist // Mar 2016 - Present

- UI/UX support on GUNS UP! UI wireframe, mockups, concept & assets. Collaborative implementation in Unity
- Design & illustration for in-game cards, assets, icons and advertisements

Big Red Button Entertainment // User Interface Artist // Jan - Feb 2016

- UI style exploration & deliverable assets for Unity implementation on mobile platforms
- UX wireframe / concepts & Flash UI animation concepts

Hardsuit Labs // User Interface Artist // Jan 2015 - Jan 2016

- Environment & character concept artwork
- Illustration, branding & graphic design for inter-office and public promotions
- UX & UI artwork, UI asset optimization for console (Xbox 360, PS3, PS4, Xbox One) and PC game ports.
- Created UI wireframes, conceptual mock ups, animated demos of functionality, final assets and final animation.
- Collaborated with engineers in implementing UI in Unreal, providing updated assets and fixes to art as needed.

Zombie Studios // User Interface Artist // July 2012 - Jan 2015

- User experience & user interface artwork for PC games and touch devices
- Created wireframes, mock ups, animated demos, final assets and animations
- Collaboration on a team and working with an engineer in correctly implementing UI in Unreal w/ Scaleform

SHIPPED TITLES

- Guns Up! + Continued Development Support - Valkyrie Entertainment, Sony San Diego, Sony - PS4 / Steam
- Arcslinger - Big Red Button Entertainment -Daydream VR
- Blacklight Retribution + Continued Development Support - Zombie Studios, Hardsuit Labs - PC
- US Army S.T.E.M Experience - Army Game Studios, Zombie Studios - PC
- (PS4/Xbox One Port) SMITE - HiRez, Zombies Studios
- (PS4/Xbox One Port) Chivalry: Medieval Warfare + Deadliest Warrior - Torn Banner, Activision, Hardsuit Labs

EDUCATION

DigiPen Institute of Technology // BFA Digital Art & Animation // Apr 2014

