



# JON WOFFORD

UI ART | UX DESIGN

## SUMMARY

I have ten years of experience as a UI/UX artist and designer for games, having originally worked for over six years as a graphic designer in both print and web. Though graphic design is my specialty, animation and motion graphics are a large part of what I do, and I often make use of my illustration/3D abilities as well. I also have a strong programming background, which I put into practice by developing prototypes, scripting UI screens, and creating art automation tools for myself and my fellow artists.

## WORK EXPERIENCE

### SENIOR UI ARTIST

BioWare Austin  
2014-Present | Austin, TX

Currently working on BioWare's new IP, Anthem. Previously served as sole UI artist and UI/UX product owner on three SWTOR expansions: *Shadow of Revan*, *Knights of the Eternal Throne*, and *Knights of the Fallen Empire*. In addition to creating all new UI art in the game, I was also responsible for creating all MTX store assets and advertisements.

### LEAD UI ARTIST

Edge of Reality  
2009-2014 | Austin, TX

Served as the UI lead on Loadout, after shipping several other titles including The Sims 3 and The Sims 3: Pets. Primary duties included UI design, art/animation, and sometimes scripting. Additional responsibilities included motion graphics, videos, pitch docs, game logos, in-game signs, and print/web marketing materials.

### 2D/UI ARTIST

Amaze Entertainment  
2008 | Austin, TX

Took over 2D/UI asset creation when the previous UI artist left mid-project, and supplied the studio with some handy new automation tools and asset creation scripts.

### SENIOR GRAPHIC DESIGNER

BedandBreakfast.com  
2006-2009 | Austin, TX

I handled all of the creative needs for BedandBreakfast.com and her sister companies, Inns.com and RezOvation. I overhauled their print marketing campaign, redesigned their websites, and helped automate production of their in-house gift cards.

## GAME CREDITS

### ANTHEM | IN DEVELOPMENT

Senior UI Artist

### KNIGHTS OF THE FALLEN EMPIRE | SWTOR KNIGHTS OF THE ETERNAL THRONE | SWTOR SHADOW OF REVAN | SWTOR

Senior UI Artist

### LOADOUT | PC

Lead UI Artist

### TRANSFORMERS: RISE OF THE DARK SPARK | PC/XBO/PS4/WIIU

Narrative Designer

### DRAGON AGE II | JAPANESE

GUI Artist

### THE SIMS 3 : PETS | 360/PS3

UI Artist

### THE SIMS 3 | 360/PS3

UI Artist

### THE TALE OF DESPEREAUX | NDS

UI Artist

### NIGHT AT THE MUSEM | NDS

Additional Art

## EDUCATION

### SCAD | 2012-2014

Continued education, studying art and graphic design.

### UNIVERSITY OF HOUSTON | 1999-2001

Studied computer science and math.