



# CHRIS JOHNSON

UI ARTIST

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Oxford, UK

## SKILLS

- Creating intuitive and visually striking interfaces, from conceptualisation through to implementation.
- Advanced knowledge of and experience with Photoshop and Illustrator.
- Comfortable with the use of InDesign and 3DS Max.
- Experience working within Technical, Platform, Multi-Language, and TRC/TCR constraints.
- Development and iteration of user flows and wireframes.
- Workflow exploration and refinement.
- Production of Print and Marketing materials.
- Creation of documentation for Confluence, and management of tasks through JIRA and Mantis.
- Working closely with all departments to achieve a visually and functionally polished end product.
- Developing for PC, Xbox One, Xbox 360, PlayStation 4, PlayStation 3, iOS, Android, Windows Mobile, and WinRT.



## EDUCATION

### Teesside University, UK

Bachelor of Arts (Hons) in Computer Games Design  
2:1 Upper Second Class

### Stockton Riverside College

BTEC National in e-Media  
Triple Distinction (Highest of year)

## MISC.

### BAFTA Crew 2017

BAFTA Crew Games Programme Member

## EXPERIENCE

### Rebellion Developments Ltd. UI Artist

[www.rebellion.co.uk](http://www.rebellion.co.uk)  
Feb 2014 - Present

- **Strange Brigade** ..... PC, Xbox One, PlayStation 4  
**UI Artist.** Responsible for the art direction, design, and production of the UI for the project, including screen and feature implementation and bug-fixing.
- **Sniper Elite 4** ..... PC, Xbox One, PlayStation 4  
**UI Artist.** Responsible for the art direction, design, and production of the UI for the project, including screen and feature implementation and bug-fixing.
- **Zombie Army Trilogy** ..... PC, Xbox One, PlayStation 4  
**UI Artist.** Responsible for the art direction and design of the UI for the project. Produced multi-platform submission and marketing materials. Assisted with implementation and bug fixing.
- **Raceline CC** ..... iOS  
Secondary 2D iconography and logo art.
- **Sniper Elite 3** ..... PC, Xbox One, PlayStation 4, Xbox 360, PlayStation 3  
Production and DLC UI/2D support, covering multi-platform submission and marketing assets.
- **Harmony Isle** ..... iOS, Android, Windows, Windows Phone  
Responsible for covering all major event and seasonal updates.
- **ZombieHQ** ..... iOS, Android, Windows, Windows RT, Windows Phone  
Misc. UI/2D update art.
- **Judge Dredd vs Zombies** ..... iOS, Android, Windows, Windows Phone  
Misc. UI/2D update art.

### Creatives in the Attic Graphic Artist

[www.creativesintheattic.com](http://www.creativesintheattic.com)  
July 2012 - June 2013

- **The Playroom** ..... Firesprite  
UI design for the companion app "Toy Maker" DLC for Sony's The Playroom.
- **Learning Application** ..... CAE  
Design for an interactive aviation learning app.
- **Juke Nismo** ..... Nissan  
Original Nissan vector files refined then processed into usable elements for the Juke Nismo iPad app.
- **Holy Bananas Branding** ..... Holy Bananas  
Design and implementation of the Holy Bananas brand, including logo, business cards, various templates, bespoke font, and social media assets.