

John Romero

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Summary

Seeking a position where my talents are best utilized – from Graphic/Visual/Technical Artist, 2D/3D Artist, all the way to User Interface/Experience Designer – combining art and style with intuitive creative design to engage and delight users on various interactive platforms.

Skills

- Rapidly assemble low & high fidelity mockups/prototypes, flowcharts and diagrams, wireframes, “redline” specs
- Writing spec documents for planned features, becoming product owner, compiling task lists, delegating work appropriately
- Requirement analysis and concise communication
- Achieving quality results in agile dev environments
- 20+ years of experience in art/design across several platforms of media (mobile, web, print, video, animation)

Tools

- Adobe Creative Suite / Maya 3D / Blender 3D / Unity
- IntelliJ / XCode / Android Studio / SpriteKit
- Jenkins / Cornerstone / SourceTree / BitBucket
- Figma / Adobe XD
- Slack / JIRA / Salesforce / Trello
- AI Imaging Tools / MidJourney / Dall-E

Experience

ACTIVISION |  **SOLID STATE STUDIOS**

UI Artist, Activision / Solid State Studios - “[Call of Duty: Warzone Mobile](#)” - 2022-2024 - Portfolio preview [here](#)

- Influenced overall UI art styles and creative direction for live-ops features within a mobile franchise title
- Iterated on art and design concepts based on feedback with Adobe Creative Suite
- Created and implemented UI artwork within defined look & feel of style guide in Figma
- Conceptualized, developed, presented, and executed ideas on schedule
- Actively participated in artistic, design, and technical problem solving on a weekly basis



Graphic Designer, TurnKey Marketing - 2021-2022

- Built, modified and adjusted advertisement graphics in Adobe Illustrator and Photoshop to be used with Google Ad Services for (mostly) automobile dealership clients
- Managed, monitored, maintained and enhanced graphic templates
- Designed new and dynamic graphic themes that revolve around special sale events, holidays and seasons
- Designed, built and tested HTML email marketing (“e-blast”) materials

KIXEYE

Senior UI Artist, KIXEYE Inc - “[War Commander](#)” - 2016-2020 - Portfolio preview [here](#)

- Planned UI treatments for brand new, weekly and monthly cadence features
- Utilized a combination of Adobe Animate (Flash/AS3), Photoshop, and Maya 3D to produce high-resolution art resources, process for in-game use, then fully commit via SVN
- Worked closely with project managers, 3D artists, and engineers using productivity tools Slack, JIRA, Jenkins, Cornerstone, IntelliJ



Lead Artist, Creak Games - “BeeBorgs” - 2015-2016 - Portfolio preview [here](#)

- Lead UX/UI and 2D Artist for word puzzle game
- Wireframe/prototyped all visual treatments including transitions, animations, and UI
- Provided all art resources as vector graphics for high fidelity visual components
- Created all marketing material including ads, store listings, feature/promotion graphics, screenshots and video



Art Director (Contractor), Red Guitar Advertising Agency - 2000-2016

- Sole designer of product website for agency client “Borla Performance Industries”
- Sole designer / developer of Borla Exhaust mobile app “Borla Hear The Power” - Available on [iOS](#)
Portfolio preview [here](#)
- Other projects include video/web animations, banner ads, print ads, brochures, convention signs

Education

Art and Multimedia Certification Program, 2002 - Ventura Community College