# Scott Crockett

UI/UX Graphic Designer

## ABOUT ME

- Experienced animator, illustrator and graphic artist with laser-sharp attention to detail.

- Art direction, UI/UX design, animation and production for games, film, television and the mobile internet.

- Utilizes smart production methods, fluid iterative working habits.

- Handles a high volume of projects.

- Up-to-date with multimedia trends.

- Mentors junior artists.

- Experienced working with clients to shape branding and to expand audience reach.

- Experience includes fast-paced environments, lean startups and as an independent consultant.

- Effective leader, supportive team member and flexible client manager.

## TECHNICAL EXPERTISE

- Adobe Creative Suite
- Expert: Flash
- Expert: Photoshop
- Expert: Illustrator
- After Effects
- Premier
- Version Cue
- Final Cut Pro
- Expert: Cintiq
- Expert: Wacom tablet
- Mac
- Windows PC,
- Actionscript 3.
- CSS/HTML 5
- Powerpoint/Word/MS Office

## EXPERIENCE

**Freelance Artist**, 2002 – Present

- Currently working freelance as UI/UX and Graphic Designer for a variety of clients.

- Theatrical advertising and marketing:

    o FROG KISS (2013 pre-Broadway premiere regional production and 2010 NY Musical Theatre Festival, Tamara Tunie, producer) printed material including printed banners and programs, as well as social media marketing.

    o ME AND MISS MONROE aka: LADY ON A CAROUSEL: printed material including printed banners and programs. (Chase Mishkin, Producer)

    o THE SHOWGIRL OF 52nd STREET (2007)

- Storyboards: FURBY ISLAND, 3D DVD (2004) JOURNEY TO THE WONDER WORLD, Asian television series (2002 - 2005)

**Graphic Designer**, Tylted, New York, NY.  October 2010 - September 2012

- Created UI/UX for several games utilizing Agile/Lean approach, wireframes & rapid prototyping.

- Responsible for wire frames and interface proposals for mobile website and games.

- Advocated for and created appealing characters for *Cubugs* attracting one million players in the first week of launch.

- Automated art processes allowing the creation of high volume assets on tight deadlines for *Ty's Pocket Beanie Babies*.

- Worked with marketing on new game concepts and branding initiatives for Tylted's social gaming site.

- Solely responsible for art, animation, banner ads and promotional material on many projects.

- Translated documentation & requirements into engaging games, intuitive mobile interfaces, and compelling illustrations.

- Created deliverables to communicate concepts including sketches, design documents, project documentation & diagrams

- Assisted team in the creation of marketing campaigns, print ads and brand materials

**Graphic Artist**, Playmatics, Inc., New York, NY. June 2010 - August 2010

- Created wireframes, UI, art and icons for a variety of games for both Facebook and iPhone utilizing Agile/Lean approach, wireframes & rapid prototyping.

- Translated documentation & requirements into game assets.

**Graphic Artist**, Slingo, Inc., New York, NY. December 2009 - April 2010

- Designed wireframes, UI/UX, art assets and logos for games for I-Phone, Flash, and video slot machines utilizing Agile/Lean approach, wireframes & rapid prototyping.

- Streamlined the production of deliverables working in an agile, iterative environment.

- Created UI/UX, wireframes, and layout for Slingo Ricochet, working in an agile, iterative environment.

- Translated documentation & requirements into clean, simple game designs.

- Created deliverables to communicate concepts including sketches, & diagrams

## Art Director, Skyworks Technology, Inc., June, 2008-May, 2009

- Designed wireframes, UI/UX, and art assets for several branded mobile and Flash games obeying strict style guides.

- Created wireframes, UI/UX, and art assets for Folgers Sudoku game under an aggressive deadline with little supervision.

- Translated documentation & requirements into engaging game designs.

- Worked with clients to maintain consistent branding across game designs.

## Animation Artist, Animation Collective, New York, NY. May 2005 - December 2006

- ELLEN'S ACRES (2006): Layout/Animatic Artist. Executed extensive video editing.

- KAPPA MIKEY (2005): Storyboard Artist.

- Coordinated with production to transition from paper storyboards to digital storyboards.

### *Skills*

- Research and Testing
    - Psychology
    - Documentation
    - Focus Group Design/Observation
- UX/UI Deliverables
    - Wireframes
    - Flowcharts
    - Rapid Prototyping/Sketching
    - Visual Design/User Interface/GUI

- Design
    - Typography/Color Theory
    - Layout/Composition
    - Information Architecture
    - Mobile/Tablet/App
    - Web User Interface/Interaction
    - Marketing/Branding/Identity
    - Style Guide Creation
    - Storyboards

EDUCATION - Bachelor of Fine Arts, Illustration, Columbia College, Columbia, MO

California Institute of the Arts, Valencia, CA