JOHN BURNETT

ART DIRECTOR · UI ARTIST · UX MENTOR

hello@thewingless.com   214 · 708 · 5705   Chicago   –06:00 GMT

VITALS

20 Years Experience
50+ Shipped Titles
PC, Console & Mobile Expert
10+ Published Articles
International Design Mentor

SKILLS

Photoshop
Figma & Miro
InDesign & Illustrator
HTML5 / CSS
Unity (learning)
Unreal (learning)

KNOWLEDGE

Team Leadership
Project Management
Hiring & Outsourcing
Agile / Scrum
Style Guides
UI UX Design
2D & 3D Art
Virtual Reality
WEB3 & NFTs

EDUCATION

MFA in Fine Arts
BS in Psychology

PROFILE

Hello! I'm John Burnett, Art Director, UI Artist & Design Mentor with 20 years of Industry experience. I've worked with AAA studios (EA, Id Software, Glu Mobile) & dozens of Indies and Startups on mobile, console, pc & blockchain gaming. I also run an international Design Mentorship Program that teaches game UI UX Design. I'd love to bring my expertise to your team and project!

WORK EXPERIENCE

Principle Mentor . The Game UI UX Nexus . *2020-Present*
My personal 1-on-1 international Mentorship Program in game UI UX Design

Art Director . Polyient Inc . 2020-21
Art Direction, hiring, team building & product design company-wide

UI UX Director . John Burnett Consulting . 2013-*Present*
Freelance with AAA Studios & Indies (Call of Duty, Warframe, Plants v Zombies)

UI UX Director . Glu Mobile . 2012-13
Art and Art Production for 12 concurrent projects with as many teams

Lead UI Artist . Id Software . 2009-12
Lead on Rage (multiple E3 award-winner) & mobile projects (Doom, Rage, etc.)

Senior UI Artist . Electronic Arts . 2007-9
Concept, Wireframing, Art, Effects, Animation and Coding on The Saboteur

UI Artist . Midway Games . 2004-7
Entry-level Artist with 6 published Titles after 3 years

PORTFOLIO

Personal work – thewingless.com
Professional work – thewingless.com/consulting