



Chris Johnson

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EXPERIENCE **Senior UI Artist**

Rebellion Developments Ltd. (February 2014 - Present)

Unannounced Projects (TBC)

Zombie Army 4: Dead War (2020)

Strange Brigade (2018)

Sniper Elite 4 (2017)

Zombie Army Trilogy (2015)

Sniper Elite 3 (2014)

- Establishment and consistent application of strong visual styles and languages for multiple AAA projects.
- Partnering with stakeholders on the creation and refinement of wireframes, visual designs, and gameplay features, through clear and constructive communication, and encouraged feedback and critiques.
- Collaborating closely with Artists, Designers, and Programmers within the UI team to ensure the highest quality end delivered product that meets and exceeds the goals of the project.
- Rapid technical design and implementation of any and all UI functionality and content, followed through with involved iteration and proactive maintenance.
- Thorough understanding of and adherence to technical, platform, and compliance requirements.
- Switching between multiple projects, matching varied established styles, and seamlessly fitting into project-specific management styles and processes.
- Management and delegation of tasks.
- Engaged promotion of titles at industry events.

- SKILLS**
- Creation of high-quality assets, animations, and technical implementations within a timely manner, with clean and mindfully-structured source files.
 - Solid understanding of and track-record with the creation and refinement of UX design and flow.
 - Excellent written and verbal communication skills, with the strong ability to build rapport and work with and across all disciplines.
 - Creation and maintenance of design documentation.
 - Ability to quickly learn new tools and adapt to and include new workflows.
 - Highly-motivated, driven, and passionate about games development, with a strong work ethic.
 - Proven ability to problem solve under pressure and work within tight deadlines.
 - Tested proficiency at designing with a wide selection of target languages.
 - Highly adept at designing bespoke and universal interfaces for mouse, keyboard, and gamepad.

SOFTWARE	Photoshop	InDesign	3ds Max	JIRA
	<i>Lazy Nesumi</i>	<i>TexturePacker</i>	<i>Axure</i>	<i>Perforce</i>
	<i>GuideGuide</i>	<i>ShoeBox</i>	<i>FontLab</i>	
	Illustrator	After Effects	Confluence	

ACTIVITIES **BAFTA Crew Member**

BAFTA Crew Games Programme Member: 2017, 2018

EDUCATION **BA (Hons) Computer Games Design**

Teesside University (2007 - 2011)

2:1 Upper Second Class