



Chris Johnson

UI Artist / Designer

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Oxford, UK

- Problem solver with a keen technical eye and an equally strong work ethic.
- Tested experience in project planning, scoping, and management of tasks for relevant disciplines.
- Rapid technical design and implementation of any and all UI functionality and content, accompanied by clear documentation.
- Thorough understanding of and adherence to technical, platform, and compliance requirements.
- Ability to integrate into and switch between multiple active projects, matching established styles, and project-specific management styles and processes.
- Engaged in promotion of titles at industry events.

EXPERIENCE	<p>UI Lead 2019 - Present</p> <ul style="list-style-type: none"> • Unannounced RPG Project (TBD) TBD Responsible for all aspects of the UI. Covering the concepting and design of all UI elements and features, through to implementation and visual treatment. <p>Senior UI Artist 2020 - Present</p> <ul style="list-style-type: none"> • Evil Genius 2 (2021) PC Tasked with implementing full initial support for gamepad input, and all associated dependencies. Originally brought on to the project to evaluate UI system/feature implementations and propose performant solutions, improvements and alternatives. <p>Senior UI Artist 2018 - 2019</p> <ul style="list-style-type: none"> • Zombie Army 4: Dead War (2020) PC, PlayStation, Xbox Tasked with creating mockups for several complex features, then being responsible for their implementation and animation. <p>Senior UI Artist 2017 - 2019</p> <ul style="list-style-type: none"> • Strange Brigade (2018) PC, Stadia, Switch, PlayStation, Xbox Principle UI Artist on the project. I was also heavily involved in the overall implementation and animation of the UI. <p>UI Artist 2014 - 2016</p> <ul style="list-style-type: none"> • Sniper Elite 4 (2017) PC, Stadia, Switch, PlayStation, Xbox Principle UI Artist on the project. I was also heavily involved in the overall implementation and animation of the UI. I also produced the Art Book that accompanied certain retail editions. <p>Junior UI Artist 2014</p> <ul style="list-style-type: none"> • Zombie Army Trilogy (2015) PC, PlayStation, Xbox Redesigned a majority of the project's legacy/inherited screens, and iterated upon most of the established UI assets from the series' previous installment. <p>Junior UI Artist 2014</p> <ul style="list-style-type: none"> • Sniper Elite 3 (2014) PC, PlayStation, Xbox
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INDUSTRY **BAFTA**
2019 - Present

BAFTA Crew
2017 - 2019

EDUCATION **BA (Hons) Computer Games Design**
Teesside University (2007 - 2011)
2:1 Upper Second Class