

DANNY HUYNH **UI Artist**

artofdannyhuynh.com | dhuynhdesign@yahoo.com | 626.373.4737

EXPERIENCE **UI Artist | Netherrealm Studio**

Apr 2019 – Present

Illustrated in-game banners and designed icons for Kombat League, an online tournament mode with multiple seasons. Implemented multiple UI screens and collaborated with the team to create assets for multiple DLC characters from pop culture into the game. Titles include Mortal Kombat 11 (2019), Mortal Kombat 11 Aftermath (2020).

Assoc. UI Artist | Blind Squirrel Games

Mar 2017 – March 2019

Work with different teams on multiple projects to design UI, concept arts, and illustrations. Titles include Sims 4 Console (2017), Star Wars: Jedi's Challenge (2017).

FREELANCE

Hi-Rez Studio | Rogue Company (2020)

Created game icons for early stages of development.

Immutable | Gods Unchained (2018)

Created concepts for card frames and game boards for early stages of development.

Sandy Petersen | Glorantha: The Gods War (2017)

Created creature concepts for 3D printed figurines.

Counterplay Games | Duelyst (2015)

Collaborated with a team of artists to design environmental battle maps, props, and UI assets for in-game use.

SKILLS **SOFTWARE PROFICIENCY** – Adobe CC: Photoshop, Illustrator, After Effects, XD, Animate, Flash, Unreal Engine 4, Maya, Max, Sketchup, Quixel Suite.

UI – Proficient at creating visual mockups, game assets, and final UI screens. Able to utilize multiple programs to communicate the game flow and produce an accurate prototype for the production pipeline. Experienced with working in UMG and creating materials for modular use for UI assets in UE4.

2D – Excel at creating concept art and illustrations for the production pipeline. Able to utilize 3D models and photo elements to produce polished concepts. Artistically flexible in style/ genre and able to adjust for different realms of production.

3D – Confident utilizing 3D programs to block out and create models for paint-overs for production use. Experienced with PBR workflow and Unreal Engine to develop materials and assets in a modular way for the UI pipeline.

EDUCATION **Art Institute of California | Orange County 2010 – 2013**

Bachelors of Science Degree in Game Art and Design

ADDITIONAL – Brainstorm School (2016), Robot Pencil Mentorship (2015), Concept Design Academy (2014)