Amy Dai
findamydai.com

1.909.859.9728
amyd1989@gmail.com

Skills & Abilities

Photoshop/Unity/Illustrator/Adobe XD/Sketch/InVision/Balsamiq/Scrum/JIRA/HTML+CSS/Microsoft Office

Design Proficiency

UI/UX/Concept/Wireframe/2D Illustration/2D Animation/Print

Experience

Scopely
Lead Artist (Formerly Senior UI Artist)

August, 2014 - Present

- Task and resource management, as well as being the creative vision holder for all live operated events in game
- Collaborate closely with multiple disciplines to establish and maintain an efficient development pipeline
- Create UI screens and elements from low fidelity mockups to implementation of final assets in engine
- Work with the engineers and tech artists to push the animation and particle effects within limitations
- Mentor and develop other UI artists
- Package creative briefs and provide feedback for external ourtsourcers

Soap Creative
Interactive Designer

September, 2013 - August, 2014

- Work with high profile clients in the entertainment industry to create campaigns, games, and other interactivesolutions to promote their latest features
- Deliver from wireframes to polished final products such as websites and mobile applications

Cie Games
Graphic Designer

May, 2010 - August, 2013

- Create and manage daily content release production material
- Create and manage UI content for new features from user flows to final assets
- Document and streamline production pipeline
- Collaborate closely with multiple disciplines to coordinate and produce products in a timely manner
- Concepting original characters
- Mentor and develop interns and junior artists

Education

BA degree in Art w/ emphasis in Graphic Design & Minor in Web Technology CSU Long Beach	2011
Graduated from John A. Rowland High School, Certificate with Emphasis in Graphic Design	2007