# **EJ SAMUEL** INTERFACE DESIGNER

### SHIPPED TITLES

**Evolve, Evolve Stage 2** Xbox One, PS4, PC Interface Designer

#### NBA LIVE 14

Xbox One, PS4 Lead Interface Designer

#### NCAA Football 09-12

Xbox 360, PS3 Interface Designer

#### NCAA Football 13

Xbox 360, PS3 Additional Support

#### MADDEN 10-11

Xbox 360, PS3 Additional Support

### EXPERIENCE

#### Interface Designer

Turtle Rock Studios 4/2014 - Present

- Transitioned the UI to support a Free to Play experience
- Created wireframes, UI flows, and mocks
- Skinned and animated UI screens from concept to completion
- Helped plan and create an OOP framework for UI

#### Lead Interface Designer

Electronic Arts 7/2011 - 11/2013

- Helped plan and implement UI transition to Xbox One and PS4
- Oversaw UI artists and scripters, planned UI tasks
- Created wireframes and mocks. Skinned and animated screens
- Recreated multiple ESPN Broadcast presentations

#### Interface Designer

Electronic Arts 9/2007 - 7/2011

- Helped pioneer 3D UI technology to enhance immersion
- Fixed scripting bugs throughout the project development cycle
- Created wireframes and mocks. Skinned and animated screens
- Recreated ESPN Broadcast presentation

#### Lead Web Designer

Next Horizon 6/2005 - 1/2007

- Designed custom websites
- Designed brochures, flyers, cards, and logos
- Cross browser friendly, valid XHTML, CSS layouts

# SKILLS

Photoshop Illustrator After Effects Cinema 4D Flash Actionscript 2/3 Flash Develop GAIA Framework HTML5, CSS 3 Javascript XML Agile Scrum

# EDUCATION

**University of Central Florida** B.S.B.A Management Information Systems Minor: Computer Science

8/2000 - 12/2004