

## Contact

[www.linkedin.com/in/janice-shinoyama-8b1a8335](https://www.linkedin.com/in/janice-shinoyama-8b1a8335) (LinkedIn)  
[hikaruart.com](http://hikaruart.com) (Portfolio)

## Top Skills

Flash  
Illustrator  
Painting

## Languages

English (Native or Bilingual)  
Japanese (Professional Working)

# Janice Shinoyama

UI Artist at Meta  
San Francisco, California, United States

## Experience

Meta  
User Interface Artist  
May 2022 - Present (1 year)

Warner Bros. Games  
6 years 6 months  
Senior UI Artist  
November 2021 - April 2022 (6 months)

UI Artist  
March 2016 - November 2021 (5 years 9 months)

Contract UI Artist  
November 2015 - March 2016 (5 months)

Freelance  
2D Artist  
September 2015 - October 2015 (2 months)

Clients:  
Skyborne Games  
-Character cleanup work for unannounced title

Mobility Ware  
-Illustration work for unannounced title

Konami  
Game Production Artist  
June 2012 - August 2015 (3 years 3 months)

Created art for current, and in development Konami social mobile games from concept to final.

-Dragon Collection  
\*Concept new monster characters  
\*Create Illustrations for in game event

- \*Created in game prize assets

- \*Translated documents from Japanese

#### -MLB Dream 9

- \*Created in-game and FB Promotional banners

- \*Worked on updating and creating new UI pages

- \*Character Flash animation for new scouting system

- \*Asset Creation from concept to finish

- \*Concept and finalize in game Characters

- \*Translated documents from Japanese

#### -PES Manager

- \*Created Marketing materials for ios and android

#### -Star Wars Force Collection

- \*Created Marketing materials for ios and android

#### -Swords and Poker Adventures

- \*UI/ UX design and art -

- \*Creating final in-game UI assets

- \*Concept monster characters

- \*Creating special effects in Flash

- \*Mockup battle animation sequences

- \*Created Marketing materials for ios and android

#### -Solitaire Daily Challenge

- \*Assist with UI Logo design and UX for Main Screen

#### -Sudoku Daily Challenge

- \*Created in game tutorial page

- \*Assist UI asset update

- \*Updated marketing materials

#### -Unannounced Titles

- \*3D Lowpoly modeling and texturing asset creation, and Unity import

### Freelance

#### 2D Artist

April 2012 - June 2012 (3 months)

Pixykids.com

- \*Touch up existing in-game assets
- \*Create vector graphics in Illustrator
- \*2D animation

## Reverge Labs, LLC

Contract Cleanup Artist

September 2011 - April 2012 (8 months)

Animation clean up on Skullgirls.

- \*Animation Cleanup

- \*Shading final animation frames

## Orange Grove

Freelance Graphic Designer

2010 - 2010 (less than a year)

- \*Created Bi-lingual graphics for in store advertisement

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## Education

Academy of Art University

BFA, Animation Visual Development · (2007 - 2011)