# Val Nunez

Seattle, WA  -  Email me on Indeed: indeed.com/r/Val-Nunez/52ecbe9142c85df0

Game Developer with 10+ years of professional experience in the game industry.
Authorized to work in the US for any employer

WORK EXPERIENCE

### Developer and Game Designer
friendlyhello (self-employed)   -   Seattle, WA   -   May 2017 to Present

Unity Developer and Game Designer for a variety of projects from different clients. UX Design consultations, Style Guide Creation, Game Design documents, and creative lead.

### Senior UI Artist and UX Designer
Harebrained Schemes   -   Kirkland, WA   -   February 2017 to May 2017

Responsible for UI Design, UX Design, UI Art and Unity implementation.

### Senior UI Artist and UX Designer
Glu Mobile   -   Bellevue, WA   -   July 2015 to January 2017

Responsible for UI Design, UX Design, UI Art and Unity implementation.

### Senior UI Artist and UX Designer
HiRez Studios   -   Alpharetta, GA   -   July 2013 to July 2015

### Senior User Experience and User Interface Designer
Xaviant   -   Atlanta, GA   -   July 2012 to July 2013

UI Art and Design, UX Design and general game design.

### UI Designer
Electronic Arts   -   Mar Vista, CA   -   June 2011 to June 2012

Worked on AAA PC title Command and Conquer: Generals 2 with two other Junior UI Artists. Brought fresh and exciting new concepts to an established franchise and restructured it to a Free to Play PC game with MOBA-inspired aspects.

### Art Lead
Collision Games   -   Santa Monica, CA   -   January 2010 to March 2011

Art Lead for two projects. Delegated work, mentored and responsible for defining look and feel of the games.

### UI Artist and Generalist
Savage Entertainment   -   Santa Monica, CA   -   August 2005 to February 2009

Shipped over 7 titles for console, mobile and PC. Responsibilities included UI, UX, 3D modeling and FX.

### Animator
Warner Bros Entertainment Group   -   Los Angeles, CA   -   September 2004 to September 2005

Animation and clean up for three animated series - one of which, Johnny Test, is till airing today.

EDUCATION

**Bachelor's in Computer Science in Game Design and Animation**
The Art Institute of Los Angeles   -   Santa Monica, CA
March 2003 to March 2005

SKILLS

Adobe Photoshop (10+ years), Adobe Illustrator (10+ years), Adobe Flash/Animate (10+ years), Unity3D (5 years), C# (1 year), Perforce (10+ years)

LINKS

http://www.friendlyhello.com