

Kai Wright

[Portfolio Link](#)

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Profile

I recently graduated with a BA in Games Art and Design, specialising in UI Design during my final year. In previous years, I focused on building skills in concept art, which developed a keen understanding of composition, colour theory, and visual storytelling. I am proficient in a range of design programs, with my primary tools for work being Photoshop, Illustrator, and Adobe After Effects.

Lately, I have taken a web development course, where I have learned various programming languages such as HTML and CSS. This newfound knowledge has enabled me to approach my designs with functionality and usability in mind, ensuring a seamless user experience. I thrive on challenges and continuously seek opportunities to grow and adapt. I am particularly excited about the prospect of applying my diverse skill set to contribute to your innovative design projects.

Skills

Design

- Utilised industry standard software to create UI designs for various projects.
- Uses conceptualisation and iteration to turn ideas into mockups.
- Enhanced designs through integrating motion graphics.

Software Proficiency

- Versatile understanding of many different types of programs.
- Self-taught multiple programming languages.
- Experience with 3D Modelling and Video Editing

Working in a Team

- Met project milestones and outcomes through effective collaboration.
- Uses strong communication to create supportive team environments
- Values the use of collective strengths in group projects.

Problem Solving

- Utilised industry standard software to create UI designs for various projects.
- Uses conceptualisation and iteration to turn ideas into mockups.
- Enhanced designs through integrating motion graphics.

Software

Art and Design:

- Adobe Photoshop
- Adobe After Effects
- Adobe Illustrator
- Adobe Indesign
- Adobe XD
- Adobe Premiere Pro

Programming:

- HTML
- CSS
- Python
- JavaScript
- Git/GitHub

Projects

● Sci-Fi themed Menu UI

- I created a menu system that emphasises an immersive experience and ease of navigation.
- Kept to a Sci-Fi/futuristic aesthetic and colour palette
- Utilised After Effects to create a motion graphic mockup for the demonstration of my concept.

● Apex Legends Season Design (Fan Project)

- Worked on multiple iterations of designs and collected feedback to ensure that the iconography used was easily understandable.
- Replicated an existing style, delivering work that meets industry standards.
- Created mockups of my design on existing menu screens to demonstrate fit.

Education

● Norwich University of the Arts

2019 - 2023

BA in Games Art and Design

- Designed and iterated for game assets, developing skills such as colour theory and composition.
- Delivered high-quality work within all set deadlines.
- Completed 3 game jams within both pre-organised and random team settings, successfully producing our MVP for each.
- Developed proficiency in industry-standard software such as Adobe Photoshop, Illustrator and After Effects to create UI prototypes.

● North Kent College

2017 - 2019

BTEC Subsidiary/Extended Level 3 in Creative Media: Video Game Design

Year 1: Distinction*

Year 2: Distinction* Distinction* Distinction

- Built foundational skills in Photoshop and working within game engines.
- Worked in a team to build a game using Unity.
- Learnt bug logging practices and software for games testing.

Past Work

● The Black Horse

2021-2022

- Managed and trained a tight-knit team, promoting effective communication and teamwork for smooth operations in a high-pressure environment.
- Used problem-solving skills to effectively address issues while communicating with the Head Chef for seamless team workflow.
- Efficiently managed multiple tasks and prioritised responsibilities in different areas, achieving optimal results in challenging situations.

● Shiki Japanese Restaurant

2019-2021

- Collaborated closely with team members, maintaining high-quality standards at a fast pace.
- Demonstrated effective teamwork by giving support and optimising productivity, creating a cohesive work environment.
- Demonstrated strong prioritisation skills and an ability to thrive in dynamic settings.