



SHANE SAXTON

USER-INTERFACE DESIGN

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SUMMARY

The advancement of technology paired with the creative minded has always fascinated me and has driven me to the field of User Interface Design.

I want to use this knowledge and expertise to create a lasting change on the creative and technological landscape, to provide creative and rebellious solutions that work.

PROFESSIONAL LINKS

My print portfolio and list of references are available upon request. Majority of my work is also available online.

 Shane Saxton

Bē Shane Saxton

 oddishstudio

EXPERIENCE

06/20 - Present

Ubisoft Toronto

UI Artist

- Create icons and visual assets to be used in menus, HUD.
- Convey concepts through creative mockups.
- Implement designs into in-game systems and engines.

01/19 - Present

Oddish Studio

Owner / Freelance Designer

- Work and manage client profiles and paperwork
- Create logos and branding based on client needs.
- Draft proposals, contracts and invoices for projects.

06/18 - 12/18

Book Depot

Junior Graphic Designer

- Create advertisements for online and print media.
- Compile and organize design analytics for performance.
- Manage designs and creative projects for 3 different brands.

EDUCATION

12/19 - Curr.

Career Foundry's UI Design

- Study and master the basic UI Design fundamentals.
- Design a vast array of mobile app user interfaces.
- Master Adobe XD and Sketch.

09/15 - 04/18

Niagara College Advanced Graphic Design Diploma

- Study and master the basic principles of Graphic Design.
- Create designs for projects of all branches of the industry.
- Work with the Adobe Creative Suite to create projects.