

Jesse Greenberg

UI Lead / Designer / Artist

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Sanzaru Games

Principal UI Artist (2015 - Present)

I am the UI Lead at Sanzaru Games, where I work on everything from interface concepts and prototypes to final implementation for games including Asgard's Wrath, Marvel Powers United, Tron Run/r, and others. As lead, I provide direction for a small UI team and coordinate our efforts with engineers and designers. I have extensive experience working on UI in Unreal Engine 4 including UMG, Blueprints, and Materials/FX. I use my technical experience to help guide UI production and quickly iterate on solutions.

Nexon M

Senior UI/Digital Artist (2013 - 2015)

Worked with external studios to provide UI designs, art direction, and key art for numerous projects targeting iPhone, iPad, and Android. Was also responsible for user interface design, concept art, and illustration for our internal projects and managed a small team of artists.

Gloops (acquired by Nexon M)

Senior UI Artist (2012 - 2013)

Responsible for UI art, illustration, and FX on mobile games using Unity3D and Flash. Also built prototypes to demonstrate interaction and gained international experience working closely with teams in Japan and Vietnam. Shipped a popular RTS game for mobile called Apoc Wars.

Trilogy Studios

Senior Digital Artist (2008 - 2011)

Responsible for illustration and UI art on numerous online social games and interactive projects for clients including Dream Works Animation, MTV, and Universal Studios. Projects included Kung Fu Panda World and a top-selling Harold and the Purple Crayon iPad app.

Procter & Gamble

Digital Designer (2007)

Worked closely with a team of engineers to create concepts and product visualizations. Created sketches, 3D models, and animations showing new concepts for P&G products including Swiffer and Febreze.

Big Spaceship

Junior Designer (2005 - 2006)

Where I got my start as a professional designer. Worked on art and animation for movie website including Batman Begins, War of the Worlds, Family Guy, Nike Air and others. Then took on the role of Flash games artist and worked on multiple award-winning projects.

Education

University of Cincinnati, DAAP
Bachelor of Science in Digital Design
Graduated Cum Laude, Class of 2007

Skills

Interface Design, Graphic Design, Illustration, Wireframing, Art Direction, Motion Graphics, VFX, Cinema4D, Flash, ActionScript, Unity3D, Unreal Engine