

# Jesse Greenberg

UI Artist / Designer / Illustrator

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## Nexon M

Senior Digital Artist (2013 - Present)

I'm the art team lead at Nexon M's Oakland office and am responsible for providing art direction and key art to external studios as well as leading up UI art and illustration on internal games that target the iPhone, iPad and Android. My role includes designing UI flows, screen mockups, and FX, as well as illustrating in-game assets and marketing art. I also help develop art pipelines and and prototype gameplay ideas and functionality for our games.

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## Gloops

Senior UI Artist (2011 - 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

Lead 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.

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## 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 in professional interaction design. 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.

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## Education

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

## Skills

Digital Illustration, Interface Design, Concept Design, Graphic Design, Prototyping, Art Direction, Game Development, FX, Animation, Adobe Creative Suite, Unity3D, Cinema4D, ActionsScript

Awards: Cannes Lions Bronze Cyber Lion winner in 2006 with Big Spaceship,  
"Best 3D" and "Best Game" at the 2006 FITC Awards with Big Spaceship.