

# Doug Wolf

Visual Designer



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## Profile

Dedicated leader with over ten years experience in design and development. Strong combination of Design, Motion Graphics, and technical knowledge to bring a greater level of excellence to client and internal-facing applications for console, web, and mobile. Proven design, UI/UX, typography, illustration with Iconography and vector art, 3D space skills. Expert experience with interface design tools such as Photoshop, Illustrator, After Effects, Maya and 3ds Max.

## Skills

Applications:	Scripting:	Qualifications:
Adobe Creative Cloud including After Effects, Autodesk 3ds MAX and Maya, Coda, Axure, Unreal Engine, Unity 3D, Pixologic ZBrush, Adobe Substance, iRise, Tumult Hype HTML5	HTML, CSS, C#, C++, Python, UE Blueprints Visual Scripting; Libraries: Twitter Bootstrap 3, jQuery	Motion graphics, User Interface (UI), information architecture (IA), navigation design, usability, interactive elements, VR game development, storyboarding

## Education

<b>The Art Institute of Seattle</b> - Bachelor of Fine Arts, Game Art and Design	<b>2015</b>
<b>University of Washington</b> - Certificate in iPhone and Cocoa Development (C / Objective C)	<b>2010 - 2011</b>
<b>University of Washington Professional &amp; Continuing Education</b> - Introduction to Programming and Application Development - Python	<b>2010</b>
<b>Apple Store Small Business Sales, Milwaukee, WI</b> - Apple Certification Training	<b>2005 - 2006</b>
<b>MIAD Non-credit Continuing Education Courses</b> - Flash / Actionscript	<b>2001 - 2003</b>
<b>Milwaukee Institute of Art and Design (MIAD)</b> - Bachelor of Arts, Communication Design	<b>1999</b>
<b>Burren College of Art</b> - Newtown Castle, Ballyvaughan, County Clare, Ireland - Bachelor of Arts, Summer sessions	<b>1998</b>

## Professional Experience

### **Principal of Immersive Design XR SME, Boeing/Aquent; Seattle, WA 11, 2015 to 03, 2020**

- ▶ Principal for Immersive Design XR department of The Boeing Company Creative Services, creating and developing user interfaces and functionality for customer facing XR applications, including Spark and 3D touch kiosks
- ▶ Created Software and Hardware pipelines. Main applications: Unity, Unreal, Substance, and 3ds MAX
- ▶ Developed prototypes using After Effects and UI deliverables based on large amounts of data utilizing user-centered design
- ▶ Vector Art based Illustration with Iconography for UI interaction

### **Principal Game UI Designer, UBI Gaming; Seattle, WA 06, 2015 to Current**

- ▶ Principal in the UI design team creating and developing user interface and functionality in Unreal Engine
- ▶ Developed prototypes using After Effects and UI deliverables based on large amounts of data utilizing user-centered design
- ▶ ZBrush, Maya, Allegorithmic Substance Designer, and Unreal Engine Blueprints Visual Scripting to create hard/organic surface game ready models

### **Visual Designer, Wolfcreative; Seattle, WA 04, 2013 to 06, 2015**

- ▶ Involved with design from start through concept prototyping and pixel-level specification.
- ▶ Lead Designer responsibilities developing, After Effects, storyboards, prototypes to communicate interaction and design comps for game development.

### **UI / UX Lead Designer, Jobaline.com; Redmond, WA 01 to 03, 2013**

- ▶ Used Bootstrap to create a responsive, localized, client-facing web application for a job board focused on automated tools to pre-screen hourly candidates
- ▶ Worked collaboratively with Marketing, VP of Product, and VP of Engineering to instigate UX testing, create personas, wireframes, graphics, and interactive elements for web, tablets, and smart phones

### **UI Designer (US RDS), Microsoft / HiSoft; Redmond, WA 05 to 07, 2012**

- ▶ Maintained and updated existing UI design based on usability, and user-centered design for Silverlight web based internal-facing applications
- ▶ Developed version 2.0 prototypes and UI deliverables based on large amounts of data
- ▶ Worked collaboratively within a team made up of PMs, business analysts, engineers, and offshore back-end developers

### **Senior NewMedia Creative / PM, GLMT Inc.; Mequon, WI 06, 2006 to 12, 2011**

- ▶ Provided user interface design for Web and Rapid Application Development (RAD)-based projects, including dashboards, retail, and single purpose branded applications
- ▶ Developed HTML, Flash prototypes and UI deliverables, such as wireframes, flowcharts, screen mock-ups, and interface design specifications
- ▶ Wrote project proposals and managed all application development projects. Created and maintained all e-news letters, print and online Flash based advertising, website, support materials, and Brand

### **Designer Marketing Dept., MPI Coin; Grafton, WI 04, 2004 to 05, 2006**

- ▶ Developed HTML UI prototypes and navigational icons for MPI CRM venture company

- ▶ Designed client packaging, commemorative coin faces, and jewelry
- ▶ Helped create and maintain all internal and external-facing print and Flash animation / static based online advertising

**NewMedia Developer, Spectrum Creative, Inc.; Milwaukee, WI** **01, 2003 to 02, 2004**

- ▶ Principal role with in NewMedia department and liaised with design team to develop storyboards, wireframes and mock-ups
- ▶ Designed standees, POP, logos, concepts, and print material for clients
- ▶ Created and maintained company website, Flash (motion graphics) based online advertising, and support materials

**Lead Animator, Multex Services, Inc.; Milwaukee, WI** **08, 2000 to 11, 2002**

- ▶ Integral member of the video / web / multi-media / UI design team through detailing user interface and functionality.
- ▶ Designed logos, concepts, and print material for clients and company branding.
- ▶ Supported online advertisement team with client campaigns and Flash production.

**Graphic Designer, Del City Wire Co.; Menomonee Falls, WI** **1999 to 2000**

- ▶ Designed logos, concepts, and print material for clients and company branding.
- ▶ Supported online advertisement team with client campaigns and Flash production.
- ▶ Created all print advertisement