



## Justin Porter

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## Expertise

UI/UX design, conceptual development, wireframing, prototyping, and implementation. Motion graphics animation and visual design.

## Experience

EA/Visceral

UI Designer. April 2013 – October 2017 / Senior Motion Graphics Designer. March 2012 - April 2013

- UI/UX Design Lead on unreleased Visceral Star Wars project.
- Worked with Art Director to develop UI Creative pillars and Style guide.
- Created in-game HUD, front end, UI element animation, and UI logic schematics.
- Worked on multiple AAA projects: Battlefield 4, Battlefield: Hardline, and Need for Speed (2015).
- Concepted and implemented style based widget system to maintain design consistency and efficiently make changes game wide in Battlefield: Hardline.
- Lead HUD redesign project for Battlefield: Hardline. Re-evaluated existing Battlefield HUD and made changes to better suit the desired style and player interaction for Hardline.
- Lead UI design on Need for Speed vinyl wrap editor.
- Created motion graphics for in-game and marketing assets.
- Worked with artist Christopher Shy and Studio Ronin to create Dead Space 3 motion comic for Pre E3 game announcement.
- Captured, edited, and created graphics for selected Dead Space 3 and Army of Two: The Devils Cartel marketing videos.
- Captured, edited, and created effects shots for opening game cinematic for Dead Space 3.

CBS Interactive/GameSpot

Senior Motion Graphics Designer. March 2006 - March 2012

- Created motion graphics for recurring webcast content and live event broadcasts.
- Assembled and managed a small motion graphics art team to meet the increasing needs of GameSpot's video production department.
- Created virtual sets for live broadcast using an ORAD Virtual Studio system.
- Created and operated live broadcast graphics using a Chyron Duet HD CG.

## Education

Academy of Art College

San Francisco, CA

Graduated December 2002

Bachelor of Fine Arts: Computer Arts, with a focus on animation.

## Software Proficiency

- Adobe Creative Suite
- Autodesk Maya
- Maxon Cinema 4D
- EA Frostbite 3