

SARAH ROBINSON

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SKILLS

Photoshop

Illustrator

Indesign

Flash

Dreamweaver

XUI

Unity

NGUI

HTML / CSS

Design Principles

User Experience for Games

User Experience for Web

User Interface Design for Mobile

User Interface Design for Online Games

Print Design

Client/Server Concepts

Illustration Skills

Colour Theory

Team Management

User Interface Lead Artist specializing in user experience design with over 10 years designing interfaces for interactive media, games, and mobile applications.

EMPLOYMENT EXPERIENCE

Roadhouse Interactive - 2012 - Present

A.C.R.O.N.Y.M. Games Inc. - 2007 - 2012

Finger Food Production - 2008

Stockgroup Media Inc. - 2003 - 2006

Freelance Graphic Design & Web Development - 2000 - 2003

GAMES & PROJECTS

Warhammer 40k: Carnage

Planterra

Family Guy Online

Wipeout The Game

Techmo NBA Unrivaled

Skybabes vs Flyboys

War of the Dragon Lords

Aliens Attack

Monkey Island

Age of Booty

Sony NBA 2009

Sony NBA 2008

Various Marketing and Advertising Projects

EDUCATION AND TRAINING

Vancouver Film School New Media Program - 2001 - 2002

Center of Digital Imaging and Sound MACS Program - 2000 - 2001

Vancouver Film School Part-Time Programs - 1999 - 2000

Simon Fraser University - 1998 - 2000

References available upon request.