

James Ingraham

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EXPERIENCE:

TITLE LIST	UX Designer, Games	
ExoGears (mobile)	ANKI	April 2016 – Current
Battle Pirates	San Francisco, CA	
War Commander	Creating UX flows, designs and prototypes for Anki Overdrive.	
Natural Selection 2	UI Lead	
Castle Story (mobile)	Zombot Studio	July 2015 – April 2016
City Story Metro (mobile)	San Francisco, CA	
LotR Shadows of Mordor	Creating UX flows, designing final polished art assets and building UI in Unity for ExoGears,	
Gotham City Imposters	Senior UX Designer	
LotR War in the North	KIXEYE	February 2014 - July 2015
XCOM	San Francisco, CA	
Bioshock 2	Designing and implementing user flows for an unannounced hardcore mobile title.	
Bioshock (PS3)	Senior UX Designer	
Champions Online	BitTorrent Inc.	September 2013 – February 2014
Solidworks	San Francisco, CA	
CB Model Pro	Collaborating with the client team in the design of new products for the Utorrent Win32 and ios client.	
Cosmic Blobs	UI Lead / Senior UI Artist	
MindRover	KIXEYE	November 2012 – September 2013
Matrix Online (mobile)	San Francisco, CA	
Snaps (mobile)	Helping to create great visuals and strong design solutions while leading a small team on multiple game titles at Kixeye.	
Flight Unlimited 2	Senior UI Designer	
	Storm8 / TeamLava	May 2012 – November 2012
COMPANIES	Redwood City, CA	
ANKI	Building mobile game design documentation, usability flow diagrams and other guidelines while collaborating with art directors to define art styles for the UI artists to work with.	
Zombot Studio	UI Team Lead	
KIXEYE	Warner Brothers Games	December 2010 – May 2012
BitTorrent	Kirkland, WA	
Storm8	Leading the UI team at WB in collaboration with all of the games divisions to help provide them with well designed UI and UX solutions.	
WB Games / Monolith	UI Artist	
2K Marin	2K Marin	July 2008 – December 2010
Cryptic Studios	Novato, CA	
Solidworks	In charge of User Interface look and implementation for all 2K Marin game licenses.	
Cognitoy	UI Artist	
Looking Glass Studios	Cryptic Studios Inc.	May 2007 – July 2008
	Los Gatos, CA	
MAC/PC	In charge of User Interface look and implementation for MMO projects.	
SOFTWARE	Lead Artist, Solidworks	September 2004 – May 2007
Adobe PhotoShop	Game Artist, Cognitoy LLC	December 2002 – September 2004
Adobe Illustrator	3D Content Artist, Looking Glass Studios	February 1998 – April 1999
Adobe After Effects		
Adobe Flash		
Unreal		
Scaleform		
Actionscript		
HTML		
CSS		
Autodesk 3D Studio Max		
MindJet		
Omnigraffle		
NGUI		
UGUI		
Unity		

EDUCATION:

Bachelors Degree in Computer Graphics and Interactive Media **May 2002**
Pratt Institute, Brooklyn, NY

References available by request.