

LAUREN WOODROFFE UI/UX ARTIST



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work experience.

climax studios

art director

oct 2017 - oct 2018

Managing a team of artists of all disciplines and maintaining creative vision for games in development. I also work closely with the Design Director on pitch work, defining the art style for potential clients as well as general scheduling and the creation of studio related art assets.

lead ui artist

dec 2017 - oct 2017

Managing a team of UI artists over a range of projects whilst also maintaining day to day UI artist responsibilities on various projects. This has also involved mentoring more junior UI artists which I thoroughly enjoy.

ui artist

feb 2015 - dec 2016

Creating and laying out UI assets and animations within game engines, creating studio marketing assets (including game trailers) and putting together pitch documents for potential clients. Projects covered most platforms including traditional console/PC games, VR and AR experiences.

I often worked on multiple projects simultaneously, balancing this workload with very short timescale pitch work.

arooga

2d artist

sept 2013 - feb 2015

Working on the Facebook game *Pure Slots* creating a range of artwork including concept art, character and background illustrations, 2D animations, UI and marketing assets.

freelance

2d artist

feb 2013 - sept 2013

Creating a wide range of 2D assets for multiple projects, one such project being to design costumes for Japanese fighting robots with Jason Bradbury from *The Gadget Show* for a YouTube series called *Supa Robot Attack*.

ludophobia

2d artist

nov 2011 - may 2012

Creating concept art, UI and textures for 3D models on an iOS title.

skills.



game ui



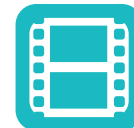
iconography



wireframing



illustration



motion graphics



team management

Adobe Illustrator

Adobe Photoshop

Adobe InDesign

Adobe After Effects

Adobe XD

Balsamiq

Marvel

Unity

Unreal

Jira

Confluence

about me.

I'm a UI artist with a keen interest in UX design. I am a versatile artist, able to adapt to a wide range of varying styles often working on different styles simultaneously.

When I'm not creating icons I enjoy playing Dungeons and Dragons, historical fencing and playing video games on a range of different platforms with a preference for FPS and narrative driven RPGs.