




# Grace-Marie Davis

UI/UX • Game Artist • Illustrator • Graphic Designer

425-876-2829 

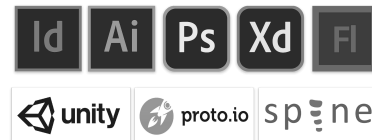
gracedmarie@gmail.com 

www.gracedavis.net 

## SKILL SET

**Software:** Adobe Illustrator, Adobe Photoshop, Adobe XD, Adobe Animate, Procreate, Unity, Spine, GitHub, SourceTree, Figma, Asana, Jira

**Interpersonal:** Time Management, Creative Problem Solving, Communication, Leadership, Organization, Decision-Making, Likability, and Mentoring



## EXPERIENCE



**UI Designer**  
Playco • Full-time

Jul 2021 - Present  
Remote • United States

- Develop beautiful, fun game experiences that are intuitive, scalable, and on-brand by working closely with Engineers, PMs, Designers, and QA.
- Create interface wireframes and user flows, ensuring iterative feedback is incorporated throughout the development process.
- Work with stakeholders and teammates to gather, understand and codify requirements for various projects.
- Produce look and feel layouts, mood boards, storyboards, design briefs, sketches, mock-ups, motion works, and visual comps to help the team understand what to build and why.
- Work with senior artists and stakeholders from inception to drive development, implementation, QA, launch, and ongoing support. Help champion and implement user-centered design methodologies across products and studios.
- Educate and evangelize the importance of human factors, player feedback, and data-driven decision making in end-to-end user experience design.
- Work with your UX teammates to define and maintain interaction pattern libraries we can share across products, teams, and studios.
- Create polished, game-ready UI Art assets that read well at varying levels of detail.
- Follow high level aesthetic direction from the Art Director from prototyping to final implementation of UI



**Generalist Game Artist**  
King • Full-time

Nov 2018 - Jul 2021 • 2 yrs 9 mos  
Onsite • Stockholm Sweden

- Designs UX flows for relevant features and creates Prototypes that excel in UI/UX design via Sketch, proto.io or Adobe XD • Assists and supports in UX research and sets up user testing sessions for PlayTestCloud to document related learnings
- Generate concept art, mock-ups, model sheets and polished illustrations
- Concept and implement VFX (2D and 3D preparation)
- Implement scenes, timelines and animations in relevant game engine
- Organize sound and music requests for implementation as well as Localization translations for 18 languages
- Work with marketing and ads
- Brings creative problem-solving viewpoints, and assisted with producer's PowerPoints
- Works expertly well in Spine animation
- Maintain a high level of quality art while providing a wide variety of ideas
- Ability to closely follow and implement corporate branding parameters and all IP Style Guides
- The ability to work well, both autonomously, and as part of a larger team
- Skilled in 2D and preliminary work and helps prepare art for 3D production
- Excellent communication and organization skills
- A good eye for composition and colour
- Adept working with game engines (similar to Unity), working with atlas organization; Implementation of animations, vfx, timelines, and layouts for quality resolutions for portrait and landscape devices
- I am comfortable and have professional experience with using the Adobe package



## Production Product Designer The Crowded Coop • Full-time

Sep 2017 - Jul 2018 • 11 mos  
Onsite • Monroe, WA

- Collaborate closely with art directors, designers and developers
- Brainstorm and concept product for various licenses including designing bags, wallets, toys, accessories, vinyls, kitchenware, ect.
- Create unique designs for customers that meet manufacturing standards
- Design and create package and preflight files for release to printers or media partners
- Follow a development timeline to ensure tasks are being completed on time
- Troubleshoot problems as they arise with both the creative team and the sales team
- Professional working knowledge of Adobe CS (InDesign, Illustrator, and Photoshop)
- Plan design assignments by studying and interpreting client's requests; understanding the function of the design; preparing renderings and sample requests.
- Prepare finished designs by incorporating client revisions; creating detailed sample requests using drawings, computer generated renderings, or full-scale prototypes.



## Graphic Stationary Designer Miss Design Berry • Part Time

Apr 2017 - Sep 2017 • 6 mos  
Remote • Greater Seattle Area

- Skilled with Adobe Creative Suite (Illustrator, Photoshop, InDesign)
- Able to characterize and create digital storytelling to help client's portraits and personalized products uniquely stand out.
- Projects include Apparel, Guestbooks, Greeting Cards, Invites, Snapchat filters, ect.
- Assists in the design, development and implementation of the graphic, layout, and production of stationary materials
- Assists in the assessment of graphic materials in order to ensure the quality and accuracy in the design.



## Mobile Game Illustrator TutoTOONS • Part Time

Aug 2016 - Sep 2017 • 1 yr 2 mos  
Remote • Greater Seattle Area

- Created memorable characters to appeal to children audience
- Design storyboards and color sheets for each branch of the game
- Designed all 2D assets and buildables. Using Vector based images or and PS renders for the interactive game. Also, designed all visual effects.
- Illustrated environment backgrounds for all scenes
- Assisted with marketing such as ads and icon compositions.
- Lead Artist for 'Puppy Love Wedding Day,' accumulating in 110k downloads within two months

## EDUCATION



## Academy of Art University Bachelor of Fine Arts (BFA), Illustration

2011 - 2016  
San Francisco, CA

- Spring Show Gallery Participant 2015-2017
- Award winning participant for 'Best Print Campaign' featuring original artwork 'Freaks Of the Ocean' advertising illustrations (Spring 2017)
- Invited by the Illustration Department to Showcase Portfolio at AAU Spring Show gallery
- Personal Project and Advance Elective Showcased at AAU Spring Show gallery (Spring 2016)
- Interactive Media, 'Princess Bakery,' Showcased at AAU Spring Show gallery (Spring 2015)

## Portfolio



[www.gracedavis.net](http://www.gracedavis.net)



[www.behance.net/gracedmarie](http://www.behance.net/gracedmarie)



[uxfol.io/gracedmarie](http://uxfol.io/gracedmarie)