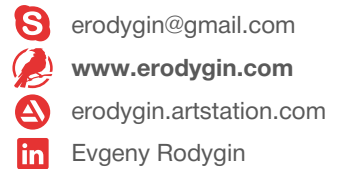


EVGENY RODYGIN

UI / FUI / Motion Graphics / Games / Film



Artist and UI designer with over 10 years of experience in creative industry, specializing in motion and screen graphics, predominantly the technology screens, heads-up displays and fictional user interfaces (FUI) for film, games and brands.

I use a combination of tools such as Photoshop, Illustrator, After Effects, Cinema 4D, Fusion 360 and Unity.

From Russia, currently working and living in Auckland, New Zealand.

Freelance UI / FUI artist / Motion designer

2016 - Present

Working on a wide range of commercial and indie projects. This is mainly UI design and motion graphics.

Artist at Spiceberry Jam

November 2015 - June 2016 | Auckland, New Zealand

Indie game development company located in New Zealand. I was responsible for following:

- concept and design the game assets, including UI, characters, backgrounds and animations;
- implement the assets in Unity;
- creating marketing products;
- quality assurance and assets optimization.

Senior UI and 2D Artist at Gameloft

February 2014 - August 2015 | Auckland, New Zealand

Gameloft is well known for producing high quality mobile games. As a part of R&D Team I was working on concept art, game user interfaces and rapid game prototyping in Unity.

Art Director at Big Top Games, Inc.

December 2010 - January 2014 | Midlothian, TX, US

a game development studio specializing in adventure and puzzle games for all platforms. I was responsible for managing the art team, creating concept art, designing user interfaces, visual effects and animations along with designing game levels, puzzles, collaboration with tech team and assets quality control assistance.

Senior Generalist Artist and Animator at HotLava, LLP

March 2006 - November 2010 | Vladivostok, Russia

At the moment this casual game development studio is known as **Game Forest**.

It was my start in the gaming industry, where I got indispensable experience, learned a lot of tools and skills. I was mainly working on adventure and puzzle games for PC and mobile.

Additional:

Languages: Good verbal and written English, native of Russian;

Education: Bachelor of Architecture;

Interests: Sci-fi art, motion graphics and movies, urban sketching, life drawing, sci-fi books, travels.