

Doug Wolf

Visual Designer



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wolfcreative.com

Profile

Dedicated leader with over ten years experience in design and development. Strong combination of Design, Motion Graphics, and technical knowledge to bring a greater level of excellence to client and internal-facing applications for console, web, and mobile. Proven design, UI/UX, typography, illustration with Iconography and vector art, 3D space skills. Expert experience with interface design tools such as Photoshop, Illustrator, After Effects, Maya and 3ds Max.

Skills

Applications:	Scripting:	Qualifications:
Adobe Creative Cloud including After Effects, Autodesk 3ds MAX and Maya, Coda, Axure, Unreal Engine, Unity 3D, Pixologic ZBrush, Adobe Substance, iRise, Tumult Hype HTML5	HTML, CSS, C#, C++, Python, UE Blueprints Visual Scripting; Libraries: Twitter Bootstrap 3, jQuery	Motion graphics, User Interface (UI), information architecture (IA), navigation design, usability, interactive elements, VR game development, storyboarding

Education

The Art Institute of Seattle - Bachelor of Fine Arts, Game Art and Design	2015
University of Washington - Certificate in iPhone and Cocoa Development (C / Objective C)	2010 - 2011
University of Washington Professional & Continuing Education - Introduction to Programming and Application Development - Python	2010
Apple Store Small Business Sales, Milwaukee, WI - Apple Certification Training	2005 - 2006
MIAD Non-credit Continuing Education Courses - Flash / Actionscript	2001 - 2003
Milwaukee Institute of Art and Design (MIAD) - Bachelor of Arts, Communication Design	1999
Burren College of Art - Newtown Castle, Ballyvaughan, County Clare, Ireland - Bachelor of Arts, Summer sessions	1998

Professional Experience

Principal of Immersive Design XR SME, Boeing/Aquent; Seattle, WA 11, 2015 to 03, 2020

- ▶ Principal for Immersive Design XR department of The Boeing Company Creative Services, creating and developing user interfaces and functionality for customer facing XR applications, including Spark and 3D touch kiosks
- ▶ Created Software and Hardware pipelines. Main applications: Unity, Unreal, Substance, and 3ds MAX
- ▶ Developed prototypes using After Effects and UI deliverables based on large amounts of data utilizing user-centered design
- ▶ Vector Art based Illustration with Iconography for UI interaction

Principal Game UI Designer, UBI Gaming; Seattle, WA 06, 2015 to Current

- ▶ Principal in the UI design team creating and developing user interface and functionality in Unreal Engine
- ▶ Developed prototypes using After Effects and UI deliverables based on large amounts of data utilizing user-centered design
- ▶ ZBrush, Maya, Allegorithmic Substance Designer, and Unreal Engine Blueprints Visual Scripting to create hard/organic surface game ready models

Visual Designer, Wolfcreative; Seattle, WA 04, 2013 to 06, 2015

- ▶ Involved with design from start through concept prototyping and pixel-level specification.
- ▶ Lead Designer responsibilities developing, After Effects, storyboards, prototypes to communicate interaction and design comps for game development.

UI / UX Lead Designer, Jobaline.com; Redmond, WA 01 to 03, 2013

- ▶ Used Bootstrap to create a responsive, localized, client-facing web application for a job board focused on automated tools to pre-screen hourly candidates
- ▶ Worked collaboratively with Marketing, VP of Product, and VP of Engineering to instigate UX testing, create personas, wireframes, graphics, and interactive elements for web, tablets, and smart phones

UI Designer (US RDS), Microsoft / HiSoft; Redmond, WA 05 to 07, 2012

- ▶ Maintained and updated existing UI design based on usability, and user-centered design for Silverlight web based internal-facing applications
- ▶ Developed version 2.0 prototypes and UI deliverables based on large amounts of data
- ▶ Worked collaboratively within a team made up of PMs, business analysts, engineers, and offshore back-end developers

Senior NewMedia Creative / PM, GLMT Inc.; Mequon, WI 06, 2006 to 12, 2011

- ▶ Provided user interface design for Web and Rapid Application Development (RAD)-based projects, including dashboards, retail, and single purpose branded applications
- ▶ Developed HTML, Flash prototypes and UI deliverables, such as wireframes, flowcharts, screen mock-ups, and interface design specifications
- ▶ Wrote project proposals and managed all application development projects. Created and maintained all e-news letters, print and online Flash based advertising, website, support materials, and Brand

Designer Marketing Dept., MPI Coin; Grafton, WI

04, 2004 to 05, 2006

- ▶ Developed HTML UI prototypes and navigational icons for MPI CRM venture company
- ▶ Designed client packaging, commemorative coin faces, and jewelry
- ▶ Helped create and maintain all internal and external-facing print and Flash animation / static based online advertising

NewMedia Developer, Spectrum Creative, Inc.; Milwaukee, WI

01, 2003 to 02, 2004

- ▶ Principal role with in NewMedia department and liaised with design team to develop storyboards, wireframes and mock-ups
- ▶ Designed standees, POP, logos, concepts, and print material for clients
- ▶ Created and maintained company website, Flash (motion graphics) based online advertising, and support materials

Lead Animator, Multex Services, Inc.; Milwaukee, WI

08, 2000 to 11, 2002

- ▶ Integral member of the video / web / multi-media / UI design team through detailing user interface and functionality.
- ▶ Designed logos, concepts, and print material for clients and company branding.
- ▶ Supported online advertisement team with client campaigns and Flash production.

Graphic Designer, Del City Wire Co.; Menomonee Falls, WI

1999 to 2000

- ▶ Designed logos, concepts, and print material for clients and company branding.
- ▶ Supported online advertisement team with client campaigns and Flash production.
- ▶ Created all print advertisement