

Susan Oleinik

Senior UI/UX Designer
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(360) 909-5792

EXPERIENCE

TinyCo - October 2012 - present

Unannounced Title (IOS, Android)

Lead UI Artist

Tiny Monsters - (IOS, Android)

UI Artist: Seasonal DLC designer

Crowdstar - July 2011 - October 2012

Top Stylist - Shipped November 2012 (IOS, Android)

UI Artist

Fish With Attitude - Shipped June 2012 (IOS, Android)

UI Artist

It Girl - (Facebook)

UI Artist

Zombie Studios - January 2010 - July 2011

Blackwater: The Game - Shipped Oct. 2011 (Xbox Kinect)

UI Artist

SAW the Video Game 2: Flesh and Blood - Shipped Oct 2010 (XBox 360, PS2 and PC)

Level Design and UI Artist

Surreal Software - June 2009 - November 2009

This is Vegas - Unreleased

Lighting Artist: Created and optimized lighting for exterior world map

Lord of the Rings - War in the North - Shipped Nov 2011 (PC)

Environment Artist: Modeled, textured and created shaders for 30+ weapons

Zombie Studios - February 2009 - April 2009

SAW the Video Game - Shipped Oct 2009 (Xbox 360, PS2 and PC)

Junior Level Designer: Optimization and bug fixes, and asset placement

360Start - January 2009 - September 2009

3D Artist :Rendering high-detail 3D floorplans, utilizing ArchiCAD, Maya, and Mental-Ray

Her Interactive - July 2008 - August 2008

Nancy Drew and the White Wolf of Icicle Creek

Localization Artist

IWin Games - Division 90 - July 2007 - July 2008

Garden Defense

2D Artist: Animation, optimization and background illustration

The Fixer Uppers - Unreleased

2D/3D Artist: Modeled, textured and rendered over 200 assets

SKILLS

3D Studio Max

Photoshop

Illustrator

Maya

Unreal Editor

Action Scripting

Flash

Dreamweaver

Perforce

EDUCATION

The Art Institute of Seattle

September 2005 to June 2008

3.8 GPA, Dean's List, Best Graduating Portfolio

Bachelor of Fine Arts Degree – Game Art and Design