

# GIL RUIZ

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## RELEVANT WORK EXPERIENCE

**NORTHROP GRUMMAN                                  USER INTERFACE DESIGNER                                  SEPTEMBER 2012 TO PRESENT**

- Responsible for the design of User Interfaces for defense and intelligence applications.

**TURBINE/WARNER BROS. ONLINE                  USER INTERFACE ARTIST                                  NOVEMBER 2011 TO SEPTEMBER 2012**

- Created a variety of User Interface assets for "Dungeons & Dragons Online" and "Lord of the Rings Online."

**CODE GRAIL LLC                                          LEAD USER INTERFACE DESIGNER                                  FEBRUARY 2011 TO JUNE 2011**

- Designed User Interface for business software program. Created windows, icons, layouts, and other graphical assets.

**EDITORIAL D, INC.                                          PRESIDENT AND LEAD ARTIST                                  JANUARY 2007 TO JANUARY 2011**

- Led 5-person team in production of "Breakaway Champions" casual PC game. Performed market research, wrote and illustrated design document, designed marketing strategy, and managed three interns.
- Led the design and development of User Interfaces, 3D models, character animation, and game websites.

**BLUE STREET STUDIOS                                  USER INTERFACE AND ENV. ARTIST                                  NOVEMBER 2007 TO MARCH 2008**

- Developed aesthetic design of User Interface for in-game PDA themed after rock band KISS. Created environment concept art, 3D prop models, and textures.

**SPUNKY GAMES                                          LEAD USER INTERFACE ARTIST                                  SEPTEMBER 2007 TO DECEMBER 2007**

- Designed and created Greek-themed videogame User Interface screens including buttons, windows, animations, and other interface elements for "Perplexia" casual browser game.

**BRAINIAC STUDIOS                                          USER INTERFACE AND CONCEPT ARTIST                                  FEBRUARY 2006 TO DECEMBER 2006**

- Designed and created all User Interfaces for "Siege" and "Dreamscape" RPG PC games.
- Responsible for designing medieval fantasy game environments, including a wide variety of props such as weapons, vehicles, architecture, vegetation, and other environment assets.

**ELECTRONIC ARTS, INC.                                  ENVIRONMENT ARTIST                                                          JANUARY 2005 TO JUNE 2005**

- Responsible for designing, modeling, and texturing 3D trees, bushes, flowers, and other foliage level props for "Tiger Woods 2006" Playstation 2 videogame. Populated golf courses to match real-life photo reference.

## EDUCATION

**MASTER OF FINE ARTS: ANIMATION                  Savannah College of Art and Design                                  SEPTEMBER 2001 TO MAY 2004**

**BACHELOR OF SCIENCE:  
ELECTRICAL ENGINEERING                          University of Tennessee at  
Chattanooga                                                          SEPTEMBER 1994 TO DECEMBER 1997**

## SOFTWARE SKILLS

Highly proficient in Photoshop, Illustrator, Maya, and Dreamweaver.