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.