






NATHANIEL FONG
 USER INTERFACE DESIGNER
 (AND PIXEL PROVOCATEUR)
www.theUIwholovedme.com



 **University of California**
 Davis, California, USA
 Q1 2006 - Q2 2009
 B/A Visual Communication
 Graphic Design

 **Sacramento City College**
 Sacramento, California, USA
 Fall 2003 - Summer 2006
 A/S Biology
 A/S Chemistry

CONTACT INFORMATION

-  Phone 1 (916) 524-3736
-  Email N8F323@msn.com
-  www.Linkedin.com/in/N8F323
-  2825 Regatta Drive
Oakland, California 94601

WORK EXPERIENCE

- **Self-Employed / Freelance**
 SF Bay Area, California
 Jan 2018 - Present
 User Interface Designer
- **Gazillion Entertainment**
 Foster City, California
 Apr 2016 - Oct 2016
 User Interface Designer
- **Electronic Arts**
 Sacramento, California
 Nov 2011 - Apr 2016
 User Interface Artist
- **KlickNation Corporation**
 Sacramento, California
 Sep 2009 - Nov 2011
 User Interface Designer
- **PIPRA**
 Non-Profit, Agriculture
 Davis, California
 Jan 2008 - Apr 2009
 Assistant III, Graphic Designer
- **E*Healthline.com Inc**
 Information, Healthcare
 Sacramento, California
 Mar 2007 - Dec 2007
 Data Enterer

CAREER SUMMARY

With an education in traditional Graphic Design and the Sciences, I have earned my reputation to be an incredibly adaptable, intuitive, and logical Designer. I am well versed in developing complex ideas from their initial concept and iteration to the creation and implementation of the highest quality final assets / product in a fast-paced, collaborative environment. I look forward to discussing how my 8 years of industry experience can serve your needs in the near future!

SKILLS & KNOWLEDGE

Adobe CC	Unity Engine	Usability	Grid Layout
HTML & CSS	UGUI & NGUI	UX Testing	Typography
Javascript	Unreal Engine	Scrum / Agile	Color Theory
Perforce	Scaleform / Flash	Mobile Dev	2D Animation
FTP / Hosting	Facebook Dev	Style Guides	Print Process
IMG Optimization	Android & iOS	Corp Branding	Poster Design
File Security	PC & Console	Presentations	Photography

								
Adobe	20 yrs	12 yrs	10 yrs	6 yrs	4 yrs	1 yr	1 yr	16 yrs

CREATIVE PROCESS

PHASE 1 ASSESSMENT - Discovering the essence of the product or feature

- [Collaboration](#)
- [Notes](#)
- [Research](#)
- [Mood Boards](#)
- [Story Boards](#)

PHASE 2 EVALUATION - Tailoring new experiences to business objectives

- [Wireframes](#)
- [Style Guides](#)
- [Prototypes](#)
- [User Testing](#)
- [Iteration](#)

PHASE 3 EXECUTION - Applying final assets into the final product platform

- [Integration](#)
- [Quality Control](#)
- [Troubleshooting](#)

1ST FUN FACT

I hiked for 12 hours up an Arizona canyon with just my water canteen and a Clif bar

2ND

I originally attended college to pursue a career in Optometry

3RD

I took a solo road trip that stopped in 48 States, Mexico, and Canada

HOBBIES & INTERESTS



Coffee



Archery



Watches



Trail Hiking



Soundtracks



Volleyball



Zombies



Photography

PLEASE NOTE:

My skills and knowledge can also be directly translated and / or applicable to the following job titles:

- ● ● ● UI/UX Designer
- ● ● ● Interface Designer
- ● ● ● Visual Designer
- ● ● ● Product Designer
- ● ● ● Graphic Designer
- ● ● ● Web Designer
- ● ● ● Interaction Designer
- ● ● ● Industrial Designer

PROJECT HISTORY

TROLL FARM

Cosmic Turtle
Released in 2018 on iOS

MARVEL HEROES OMEGA

Gazillion Entertainment
Released in 2017 on PS4, Xbox One

STAR WARS: GALAXY OF HEROES

Electronic Arts
Released in 2015 on Android, iOS

SURPREME HEROES

Electronic Arts
Released in 2013 on Android, iOS

Canceled Title (Dungeon Keeper)

Electronic Arts
Unreleased on iOS

SIX GUN GALAXY

KlickNation Corp
Released 2011 on Facebook

AGE OF CHAMPIONS

KlickNation Corp
Released 2010 on Facebook

SUPERHERO CITY

KlickNation Corp
Released 2009 on Facebook

HEROES RISING

Game Craftsmen
Released in 2014 on Facebook

MARVEL HEROES

Gazillion Entertainment
Released in 2013 on PC, OS X

Canceled Title (Mass Effect)

Electronic Arts
Unreleased on Android, iOS

HEROES OF DRAGON AGE

Electronic Arts
Released in 2013 on Android, iOS

8 YEARS of total experience in Video Game Development on **Web, Mobile, and Console!**

AGE OF IMMORTALS

KlickNation Corp
Released 2011 on Facebook

7 titles from start to launch
4 titles as support / maintenance
3 titles to pre-production phases

HAPPY ZOO

KlickNation Corp
Released 2009 on Facebook



Thank you for reviewing my professional background!
Visit my portfolio website for samples of my work:

www.theUlwholovedme.com