

JON MEILIKE

UI / UX

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EXPERIENCE

SENIOR INTERFACE DESIGNER

DEEP SILVER VOLITION

June 2007-Present

Agents of Mayhem

UI lead. Directed style and design. Implemented 3D interface.

Saints Row IV

Designed, implemented, and directed new features and style. Directed outsourcing.

Saints Row: The Third

UI lead. Helped reboot franchise and interface. Coordinated 8 person UI team.

Red Faction: Guerrilla

Scripted and styled new interface for both single and multiplayer screens.

INTERFACE DESIGNER

EA TIBURON

August 2004 – June 2007

NASCAR 08

UI lead. Directed style, designed, and scripted features like Career Mode and Car Customization.

MADDEN 07

Integrated Madden interface with EA Sports Line-look style guide. Implemented Hall of Fame feature as well as Jumbotron animations.

MADDEN 06

Created new interface for Xbox360/PS3. Developed style and implemented features like Play Call, Team Select, and In Game Ticker.

WEB DESIGNER

352 MEDIA GROUP

February 2003 – June 2004

Designed custom websites and marketing materials for a variety of clients from local realtors to Microsoft.

EDUCATION

BACHELOR OF ARTS IN DIGITAL ARTS AND SCIENCES

UNIVERSITY OF FLORIDA

Graduated May 2004, *magna cum laude*

SKILLS

- Photoshop
- Illustrator
- After Effects
- Lua Scripting
- Visual Scripting
- Branding