Kaori Koizumi (Former Kaori Takagi)
UI Artist
A dedicated and self-motivated UI artist with 10 years of experience focused in the game industry. Has extensive skills and experience in UI and graphic art.

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Experience

Sr. UI Artist－The Dragon Prince: Xadia
Wonderstorm, Inc.－Los Angeles, CA.
10.2022-08.2024

✦ Collaborated closely with the Lead UX, game designers, product owner and art director to brainstorm and develop UI menu elements that capture the essence of The Dragon Prince world.

✦ Created detailed UI mockups and managed asset libraries using Figma.

✦ Designed feature-specific menus, panels, modals, etc based on provided UX wireframes.

✦ Developing graphic UI elements utilized throughout the game.

Sr. UI Artist－Paradise Fortune Casino
Big Fish Games －Oakland, CA.
07.2021-10.2022

✦ Worked on UI for an unannounced mobile game project.

✦ Worked closely with Technical Artist and implemented assets in Unity prefab with an awareness of different aspect ratio.

✦ Guided Jr UI artist

✦ Close communication with UX Lead, UI/UX Director, Art Directors and producers on visual feedback and implementation updates.

UI Artist－Marvel Strike Force
Scopely (former Disney and Fox Next Games)－Los Angeles, CA.
10.2016-07.2021

✦ Created UX and UI for the new feature such as sync pvp, ISO-8 and Costumes feature. Provided works from exploration to the final mock under the Designer and the client's supervision.

✦ Created Marvel character's unique ability, gear, and resource icons for Marvel Strike Force.

✦ Designed key art for in-game features and events, collaborating with the 3D artist and UI artist.

✦ Communicated with outsourcing company and provided thorough feedback and suggestions to maintain the quality of work.

✦ Integrate art assets in Unity and verify they are outputted in respective quality.

Skills and Tools

Photoshop
Illustrator
Unity-asset implement and layout in prefab
Unreal-asset swap
Figma
Texture Packer
Jira/Agile
Microsoft Office

Concept art for UI
Knowledge of game pipeline
Collaborator
Fluent in English/Japanese

Shipped Titles

07.2024 **The Dragon Prince: Xadia**
Wonderstorm, Inc

03.2018 **Marvel Strike Force**
Scopely

12.2015 **Katy Perry Pop**
Glu Mobile

06.2014 **This Means War!**
TapZen

Education

Bachelor of Fine Arts
Art Center College of Design
Pasadena, CA.
Illustration/Entertainment Arts

2D Artist—Katy Perry Pop
Glu Mobile—Long Beach, CA.
03.2015-03.2016

✦ Worked on backgrounds and character costume designs

✦ Communicated closely with designers and the lead artist to create unique backgrounds and content with strict guidelines in mind.

✦ Exported cut up background asset and set up a scene to parallax in Unity.

✦ Mentored and supported the Jr artist in the team by providing tips and feedbacks.

Freelance Game Background Artist
MobilityWare—Irvine,CA.
01.2015—06.2015

✦ Communicated remotely with the art directore to design backgrounds for their iOS casino game.

✦ Followed strict guidelines to integrate asests int eh game. Successfully delivered concept sketches, color studies, and final digital files for slot machine and bingo game

Freelance Illustrator
Independent Client
09.2014

✦ Painted illustration pieces for animated commercial.

✦ Designed Backgrounds, props, characters, and rigging treatments for each animated elements.

Freelance Artist
Oddbot, Inc—Los Angeles, CA.
09.2014

✦ Painted storyboards for Dreamworks' unannounced IP.

✦ Designed logo and props for Oddbot's unannounced IP.

Freelance Character Artist- This Means War!
TapZen—Los Angeles, CA.
06.2014

✦ Designed "This Means War!" pre-existing characters into chibi style. The process included rough sketch, refined sketches with revision, and final render.

Jr. Illustrator—Nabi Exclusive Content
Fuhu, Inc—El Segundo, CA.
11.2013—05.2014

✦ Worked on visual development, character design, and graphic design for Nabi Tablets' exclusive software: Blue Morpho, Wings, Mini Series, and unannounced IP

Game Concept Artist
ZQ Games—El Segundo, CA.
07.2013—11.2013

✦ Asset creations for multiple iOS game titles published through the studio. Designed assets such as buttons, icons, logos, props background as well as marketing materials like banner designs.