

JAMIE DURRANT

SENIOR UI ARTIST/GRAPHIC DESIGNER

PROFILE

Name

Jamie Durrant

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SOCIAL

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PROFESSIONAL STATEMENT

A Senior Graphic Designer with extensive experience of graphic, UI and web design in the video games industry. Key areas of expertise include; Creating UI, HUD & Frontend for mobile and console games; expert knowledge of 3D Studio Max, Adobe Creative Suite, Flash, HTML and Wordpress; creating logo, branding cohesion throughout websites, advertising, PR material, marketing collateral, stationery and signage.

EXPERIENCE

- 2016 - Present **Supermassive Games Ltd**
UI/UX Design & UI Artist
Creating assets, designs, UI motion graphics & mockups, for consoles and mobile gaming.
- 2015 **Park Avenue People**
Senior Graphic Designer (Freelance)
Company logo, website design and hosting, branding, marketing and promotional materials and stationary.
- 2009 - 2016 **Fun Bits Interactive**
Senior Graphic Designer (Freelance)
Company logo & Identity, website, business cards, stationary, pitch documentation and design.
- 2013 **Wish Studios**
Senior Graphic Designer (Freelance)
User interface for SingOn PS4, in-house projects, paternity cover for Art Director.
- 2012 **Relentless Software**
Senior Graphic Designer (Contract)
Microsoft's Nat Geo TV (Xbox 360) User Interface, Icons, Achievements, Front End, HUD.
- 2011 **Player Three**
Senior Graphic Designer (Freelance)
UI, Front end, HUD, tileable landscapes and environmental art for Top Gear & Peugeot Rally web based games.
- 2011 **Natural Motion**
Senior Graphic Designer
iOs My Horse, Front end, UI & HUD. 40+ million downloads. iOs NFL Rivals, Front end, UI & HUD.
- 1998 - 2009 **Lionhead Studios**
Senior Graphic Designer
Designed the UI, Frontend & HUD for Fable 2. Responsible for the design and management of all Lionhead websites and community. Edited promotional videos, marketing collateral, stationary
- 1991 - 1997 **3D/4D Holographics**
Lenticular Advertising Designer
Design Etc
Model Maker
Geoff Portass
Assistant Special Make-up Effects
Treasure World
Sculptor
The Travelling Matte Company
Graphic Designer

JAMIE DURRANT


SENIOR UI ARTIST/GRAPHIC DESIGNER

EDUCATION

1998 - 2001 Art & Design Foundation
Norfolk Institute of Art & Design

1995 - 1998 Secondary Education to O Level Standards
Thorpe St Andrew Comprehensive

SKILLS

Adobe Creative Suite	
3DStudio Max	
Wordpress	
MS Office	
HTML5 & CSS	
Perforce	

INTERESTS

Movies, Art, Design & Architecture
Science, Technology, Gadgets, Home Cinema, Sculpting, Special FX, Printmaking, Typography, Colour Theory, Pop art, Steampunk, Vintage & Industrial design, Social Media, e-commerce, Horror, Philip Glass, Michael Nyman, Victoriana, Theme Parks, Virtual Reality, Photography

REFERENCES

Chris Millar

CEO – Fun Bits Interactive

" Jamie is a fantastic and creative developer, who not only helped us with our web-site design, but brought a full vision to our corporate identity, logo and individualized business cards. To this day, people are still impressed by the quality and thought behind everything that he touched. Fun Bits has called on the support of Jamie numerous times to aid with various design projects. As a client, we have been very happy with both the creativity and timeliness of his deliverables. He brought a unique and creative vision to our projects. Collaborating with Jamie was both effortless and fun."

Guillaume Portes

CTO - Another Place Productions

" Jamie is a very creative, yet pragmatic graphic designer, and his dedication and talent contributed a great deal when it came to developing the user interface for Fable II. On top of that, Jamie is a great guy to be around, and I would definitely love to work with him again in the future."

Ian Yarwood-Lovett

Art Director – Microsoft Turn 10 Studios

" During his work on the Fable games Jamie was not only proactive in finding highly creatively solutions to problems but he also displayed a rare graphical and artistic talent."

Jonty Barnes

Production Director - Bungie

" Jamie is a very creative and multi-talented individual. [At Lionhead] He created the online community, designed our web presence, created game content, modelled clay characters, and build the company HR intranet. Jamie's sharp wit and unique humour was a big piece of the company culture when we founded Lionhead. He is honest, caring, self critical and a pleasure to work with "

Sherman Archibald

Microsoft

" Jamie's the kind of guy who you've got to have on your team as you know the results of the teamwork will be more significant than the potential of the individuals alone."