

MICHAEL TAMURA | UI ARTIST



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PORTFOLIO

miketamura.com

SUMMARY

Senior User Interface artist and graphic designer with over twenty years of experience in the video game industry. Worked on and shipped many AAA titles including titles from the Medal of Honor and Battlefield franchises. Collaborated with diverse teams on various different projects. Worked on layout, iconography, typography, frontend game flow, created game HUD elements, creating UI assets, worked with UX designers to transform wireframes to representational mockups, created key art, worked with 2d and 3d assets, worked with outsourcing, and various other aspects of UI art.

SKILLS

- Senior UI artist with over twenty years of video game production experience on AAA titles
- Specialize in user interface art, graphic design, vector graphics, and illustrations
- Creative problem solver and relatable team member
- Strong background in traditional illustration skills and techniques

Adobe Photoshop
Adobe Premiere
Figma

Adobe Illustrator
Blender
Midjourney AI

Adobe After Effects
Miro
Frostbite

PUBLISHED GAMES

- **Battlefield 2042**
- **Battlefield V**
- **Battlefield 1**
- **Battlefield 4**
- **Medal of Honor Warfighter**- X360, PS3, PC
- **Medal of Honor**- X360, PS3, PC
- **Boom Blox Bash Party**- Wii
- **Red Alert 3**- X360, PS3, PC
- **Boom Blox**- Wii
- **Medal of Honor Vanguard**- Wii
- **Medal of Honor Airborne**- X360, PS3, PC
- **World Championship Poker: All In**- PS2, PSP, X360, PS3, Wii
- **The Shield**- PS2, PC
- **World Championship Poker 2**- PS2, PSP, Xbox, PC
- **NASCAR: 06**- PS2, Xbox, NGC

- **Spawn: Armageddon-** PS2, Xbox, NGC
- **The Scorpion King: Rise of the Akkadian-** PS2, NGC

PROFESSIONAL EXPERIENCE

UI artist, Electronic Arts Los Angeles / DICE Los Angeles / Ripple Effect Studios, Playa Vista / Marina Del Rey, California- 2006 – 2024

- Responsible for the look and flow of game menus and related graphics for Medal of Honor 2010
- Developed the look and language for the icon assets for Medal of Honor, Boom Blox, and Red Alert 3
- Managed Outsourcing for additional Battlefield UI iconography
- Managed a large library of icon assets for Battlefield

Senior UI Artist, Point of View, Inc., Irvine, California- 2002 – 2006

- Responsible for creating game assets and UI artwork within a team environment
- Designed and implemented UI icon and game flow layout

Senior Digital Artist, Flying Tiger Development, La Habra, California- 1998 – 2002

- Designed characters concept art, vehicles, and level art
- Designed, built, and mapped 3D models and environments

Senior Artist, Point of View, Inc., Irvine, California- 1997 – 1998

- Responsible for creating game assets and UI artwork
- Created texture map assets for both levels and objects
- Designed and implemented UI icon and game flow layout

Digital Artist, SEGA - Sega Soft LA, Diamond Bar, California- 1993 – 1997

- Digital Artist
- Create 2D maps and sprites for SEGA Genesis, 32X, and Saturn
- Create storyboards for cinematics and presentations
- Created UI art

EDUCATION

Bachelor of Fine Arts Degree in Illustration with Honors

Art Center College of Design, Pasadena, California

Associates of Arts Degree in Advertising Design with Honors

Associates of Arts Degree in Photography with Honors

Pacific Union College, Angwin, California

COMMUNITY ACTIVITIES

In kind artwork and education projects for the nonprofit Lyceum Foundation's after school and camp programs for children K-8th grade, Tustin, CA