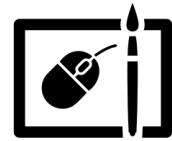


MICHAEL TAMURA

UI ARTIST / GRAPHIC DESIGN



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PORTFOLIO

miketamura.com

SUMMARY

Senior UI Artist and Graphic Designer with 20+ years of experience in the video game industry. Shipped multiple AAA titles including Battlefield and Medal of Honor. Specialized in UI art, iconography, HUDs, typography, and frontend game flow. Experienced collaborating with UX designers to translate wireframes into polished in-game UI and implementing assets in Frostbite.

UI / UX

- UI art, HUDs, menus, iconography
- Frontend game flow
- UI asset implementation (Frostbite)
- UX collaboration (wireframes → mockups)

Tools

- Figma, Photoshop, Illustrator
- After Effects, Premiere
- Frostbite, Procreate, Blender
- Miro

Strengths

- Cross-disciplinary collaboration
- Outsourcing management
- Visual design fundamentals
- Traditional art background

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

PROFESSIONAL EXPERIENCE

Graphic Design – Independent Contractor, Yorba Linda, CA - 2015 – Present

- Designed and delivered logos, graphics, posters, flyers, and other graphic media
- Developed educational curriculum for Digital Art and Graphic Design classes for afterschool enrichment programs.
- Teaching Digital Art and Graphic Design classes for afterschool enrichment programs.

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

- Implemented and maintained UI assets directly in the Frostbite engine
- Owned menu flow, icon systems, and UI visual consistency across multiple Battlefield titles

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
- Created 2D maps and sprites for SEGA Genesis, 32X, and Saturn
- Created 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