

heather knudsen

graphic design & illustration

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PROJECTS

**2021 –
PRESENT**

UNANNOUNCED PROJECT

31ST UNION

- Worked with design team to create wireframe flows in XD for features
- Iconography design in Adobe Illustrator
- Worked with art directors to help define the UI art style
- Created motion mockups/explorations in After Effects for menu animations and VFX/general style art targets
- Implemented UI and animations using UMG/Blueprints
- Created simple material animations for UI in Unreal

2016–2020

MARVEL'S AVENGERS

CRYSTAL DYNAMICS

- Implemented art for most menus including gear, skills, objectives, War Table, vendors, cosmetics, character select, mission summary, HUD
- Skills Iconography designs (Kamala & Thor)
- Worked with tech art to implement material pipeline
- Created hero specific materials for UI using After Effects
- Refined and tuned 'glitch' materials for UI transitions
- Handled localization and bug fixing in several languages including Arabic
- Pushed for accessibility features as part of the accessibility team, completed APX training from Able Gamers

2013–2015

RISE OF THE TOMB RAIDER

CRYSTAL DYNAMICS

- Created mockups in Photoshop for menus including Basecamp, status screen menus, main menus, and maps
- Worked with art directors/leads to develop and refine the art style for 'satellite' maps
- Painted and implemented all satellite maps and 'ink' backgrounds
- Iconography for all skills, resources, and pickups
- Implemented all UI in-game utilizing Flash/Scaleform 3Di attached to in-world markers
- Handled localization and bug fixing in several languages including Arabic

EDUCATION

BS in Graphic Design
from CSU Sacramento

SOFTWARE

Photoshop
Illustrator
After Effects
Adobe XD
Flash
Actionscript
UMG/Blueprints
Perforce/JIRA
HTML/CSS

SKILLS

UI/UX Design
Layout
Wireframing
Typography
Iconography
Logo Design
Motion Graphics

VALUES

Collaboration
Creativity
Teamwork
Ownership
Honesty
Representation
Communication
Passion