

THOMAS JUNG

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OBJECTIVE

- Creative UI Centric Art Director with years of experience in visual design and brand development seeking a position as an Art Director/Art Manager.

- Extremely detail-oriented, dedicated to quality and able to work on multiple projects simultaneously.

- Lead UI Artist. Art Team Leadership & Art Assets Management.

- Console, Web and Portable Game Device Development. Extensive experience working with Engineers / Programmers, Game Designers and Producers.

- Well-experienced UI Artist/2D, 3D Illustrator - 10+ years of successful career includes Lead UI Designer / Artist (Sony PlayStation), Environment / Level Designer, Medical & Technical Illustrator, and Web / Mobile Designer.

SKILLS

Figma

Adobe Photoshop / Illustrator

Adobe Creative Suites

3D Studio Max / Maya

Unity

Confluence / Jira

EXPERIENCE

Studio Art Director

Dec 2021 – Oct 2024

Full Swing Golf, Inc. – Carlsbad, CA

- Supervised and led the art team consisting of Course Designers (Environment Artists), UX/UI Artists and 3D Modelers. - Worked closely with the development team to implement art assets in the golf simulator game built in Unity. - Single-handedly created and improved the company's main simulator software's UX/UI system to modernize and enhance the visual and user experience quality entirely designed in Figma. - Spearheaded the ever-complex UI system for the highly anticipated, FS Compete, which the commercial sim owners are able to run leagues and tournaments with their laptops synced with the simulators. - Designed and created the UX/UI system for the upcoming TGL's Virtual Caddie which the PGA tour pros will be heavily rely on during the competition while the live TV broadcasting of TGL will be aired nationwide starting in Jan 2025.

Creative Director

Apr 2017 – Dec 2021

Phi Tee, Inc. – San Diego, CA

Designing & creating visual assets for the golf lifestyle apparel and accessory company. Outsourcing over-seas and successfully manufacturing line of merchandise.

Senior User Interface Artist

Jun 2016 – Mar 2017

SeaSpace, Inc – San Diego, CA

Art Directing, designing & creating art assets including full new icon set for the next gen Graphic User Interface for the company's flagship satellite weather data software, TeraVision.

Lead User Interface Artist

Jun 1997 – Mar 2013

Sony Computer Entertainment of America – San Diego, CA

• Led the UI artists and designers with weekly/monthly art reviews/critiques to set the aesthetic direction and consistency for overall look and feel of the MLB UI system. • Directed & created the in-house UI software which became the main UI Editor for the PlayStation MLB franchise. • Hired and managed the UI Art Team for the PS2, PS3, PSP2, PSP Vita platforms. • Mentored artists; kept their creative juices flowing and encouraged their talents to shine. • Supervised & created and maintained over 1, 200 UI screens, transitions and UI background animations for 3 different PlayStation platforms from concept to finish and QA using Jira. • Oversaw the entire graphics and animation tasks for the Menu System and the In Game OSDs for Console, Portable and Online games. • Collaborated closely with staff UI, Online, and Graphics programmers/engineers and producers.

EDUCATION

Bachelor of Arts Fine Arts

Hanover College