Mary Yovina
UI ARTIST

✎ www.maryyovina.com
✉ myovina@gmail.com

EXPERIENCE

Insomniac
10/2022 - PRESENT

- **(Under NDA)**
  UI/UX Lead

Obsidian
10/2021 - 8/2022

- **Avowed** [Fantasy RPG for Xbox X|S, and PC]
  UI/UX Lead • Senior UI Artist
  - Established the visual style of the UI, as well as layout and spacing rules
  - Set expectations for the UI Team's goals and better defined completion criteria, and worked with stakeholders to ensure needs were understood across disciplines
  - Created UX Design documentation that included wireframes, flows, and user stories
  - Created mockups, built materials, made animations, and implemented screens in-engine

Harmonix
2/2015 - 9/2021

- **FUSER** [Music mixing game for PS4, Xbox One, Nintendo Switch, and PC]
  Art Lead
  - Responsible for determining direction and providing feedback for art content such as Event posters and original album art, and managing scope across multiple feature teams
  - Represented the art team in risk assessment, planning, and requests
  - Continued to create wireframes and implement features, and delegate to reports and contractors

  UI Art Lead
  - Helped refine the language and style of the UI, and establish consistency across the shell
  - Managed a team of UI artists, as well as managed day to day tasks of UI implementers
  - Implemented screens in UE4; set up layouts, wrote Blueprint logic, created timeline animations, and set up the framework for reusable widgets

  Dance Central [Dance game for Oculus Rift, Quest, and Rift S]
  UI Art Lead
  - Developed and maintained the style of the UI
  - Concepted and implemented screens in UE4; created assets, made timeline animations, and wrote Blueprints, primarily for the phone interface but also for the Club's in-world UI
  - Collaborated on solutions to improve player comfort and better interpret player intent
  - Represented the UI team during planning and scoping, and managed a report

  Rock Band Rivals [Rhythm game for Xbox One and PS4]
  Art Lead • UI Art Lead
  - Responsible for wireframes, concepts, animations, and implementing screens in-engine
  - Worked on re-styling the shell menus, Rivals mode, Missions, Seasons, and other additions
  - Defined, organized, and delegated tasks to artists, and reviewed their work
  - Responsible for directing and maintaining the visual aesthetic

  Super Beat Sports [Beat match game for Nintendo Switch]
  UI Artist
  - Defined a revised shell UI appropriate for the Switch
  - Responsible for concepts, animations, and implementing screens in-engine

  Rock Band 4 [Rhythm game for Xbox One and PS4]
  UI Artist
  - Responsible for concepts, animations, implementing screens in-engine, and icons
  - Owned several features, including players' slot menus and the campaign UI

Freelance
11/2013 - 2/2015

- **Alone in the Dark: Illumination** [Survival horror game for PC]
  UI Artist
  - Created skill icons for each of the classes, as well as the achievement icons

- **Mecha Match**   [Sci-Fi match-three game for iOS]
  Lead UI Artist & UI Designer
  • Responsible for defining, unifying, and finalizing the aesthetic of the UI, and revising the UX

- **Stanford Children's Hospital Unifocalization App**   [Medical information app for iOS]
  UI Artist
  • Responsible for creating a simple interface for parents to easily get information about a
    procedure for correcting a heart defect

Turbine
7/2013 – 9/2013

- **Lord of the Rings Online: Helm's Deep**   [MMO for PC and Mac]
  UI Artist
  • Created the Epic Battles trait tree icons, and the buttons for troop & siege weaponry actions

Irrational
5/2012– 12/2012

- **BioShock Infinite**   [FPS for PC, PS3, and Xbox 360]
  UI Artist
  • Created over 200 icons, establishing and refining their language, style, and treatments

Dejobaan
4/2012, 4/2011

- **Drunken Robot Pornography**   [FPS for PC]
  2D Artist

  PotatoFoolsDay ARG   [ARG advertising the release of Portal 2]
  2D Artist

Creat Studios
1/2011 - 11/2011

- **Pinballistik**   [Single- and 2-player pinball game for PS3]
  UI Artist

  Stick Man Rescue   [Action arcade game for the PSP]
  2D Artist

Dejobaan
12/2009 - 4/2010

- **1...2...3...Kick It!**   [Music-driven rail shooter for PC]
  Concept Artist

Jupiter
5/2009 - 10/2009

- [Casual Sports Game]
  Intern

Neocyclic Games
5/2008 - 10/2008

- **Puzzle Toy Studio**   [Casual puzzle game for PC]
  Artist

Dejobaan
3/2007 - 4/2007

- **Galaxy Rage**   [FPS for PC]
  Concept Artist

PRESENTATIONS

Call Me on My Cell Phone: The VR UI of 'Dance Central'
GDC Core Concepts 2021
I dive into the creation of a virtual cell phone as our game's primary UI, and discuss the UX challenges of bringing Dance Central to the Rift and Quest after a long history as a Kinect title. I detail how building a UI with a physical presence embraced the VR environment and its limitations.

EDUCATION

Worcester Polytechnic Institute | Worcester, MA — May 2010   GPA: 3.82
Bachelor of Science in Interactive Media and Game Development, Minor in Computer Science