

MICHAEL MONSALVATGE

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OBJECTIVE

To design and create incredibly fun user experiences and visually stunning artwork for new, innovative games, while continuing to hone and improve my creative and technical skills as an artist and designer.

EXPERIENCE

UI Designer, **Disney Interactive Media Group**, Bellevue, WA

May 2011 - Present

Marvel: Avengers Alliance (Facebook)

- Designed and created flows, wireframe screen layouts, mock ups, prototypes, animations, iconography and artwork for the game's UI
- Worked directly with ActionScript to quickly iterate and revise UI in-game
- Took on a leadership role within the UI team and aided in refining the studio's process for designing and implementing UI

UI Artist, **Harmonix Music Systems, Inc.** Cambridge, MA

July 2008 – May 2011

Rock Band 3 (Xbox360, PS3, Wii, Nintendo DS); **The Beatles: Rock Band** (Xbox360, PS3, Wii); **Dance Central 2** (Xbox360)

- Created loading screens designs and localized versions of hand crafted UI elements for *Dance Central 2*
- Created user interface art for gameplay and meta game for an unannounced title.
- Created all gameplay HUD interfaces' models, textures, special effects and animations for *Rock Band 3*.
- Credited inventor on *Rock Band 3*'s gameplay patents.
- Conceptualized, created, and iterated on the art and design of HUDs for Pro Keyboard and Pro Guitar/Bass for *Rock Band 3*.
- Re-skinned and optimized all artwork from the *Rock Band 2* HUD for *Rock Band 3*.
- Re-skinned and optimized *The Beatles: Rock Band* vocal HUD for *Rock Band 3*.
- Conceptualized, modeled, textured, animated HUD elements for drum and vocal harmony tracks on *The Beatles: Rock Band*.
- Re-designed portions of the interface for Harmonix's primary engine tool, to improve usability.
- Created and re-designed icons for old and new tools as they were produced by the engineering team.

Artist, **Tilted Mill Entertainment**, Framingham, MA

Dec. 2007 – April 2008

Sim City Societies: Destinations (PC)

- Conceptualized, modeled, textured and rigged character assets.
- Conceptualized, modeled and textured props and environment assets.
- Conceptualized and created 2D and 3D user interface assets including backgrounds, buttons, and icons.

Art Manager / Character Artist, **Perpetual FX Creative, LLC**, Dallas, TX

Dec. 2006 – Nov. 2007

Galactic Bowling (PC)

- Modeled and textured character and environment assets from concept art.
- Remotely managed and directed a small team of artists, and integrated their work into the game.

Artist, **Stainless Steel Studios Inc.**, Cambridge, MA

Mar. 2005 – Nov. 2005

Rise and Fall: Civilizations at War (PC)

- Created models, textures, and visual effects for the UI and Environment teams.

EDUCATION

Savannah College of Art and Design

Bachelor of Fine Arts in Computer Art 2005

Software Skills

Photoshop, Illustrator, Flash, TweenMax, After Effects, Expression Blend, 3DS Max, Pixologic Zbrush, Office, Perforce, Git Bash

Other Skills

- Writing and editing animation, display and event handling code with ActionScript
- Capable and willing to quickly master proprietary or alternative asset creation software.
- Excellent prototyping and rapid iteration skills.
- Strong organization, written and verbal communication skills, ability to collaborate and work well with other members in a cross discipline development team.