

ANDREW PHILLIPS

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Chicago, IL

LEAD UI ARTIST | DESIGNER

SUMMARY

Creative and highly experienced UI Artist and Designer with 20+ years of experience designing engaging user interfaces, HUDs, menus, iconography, and visual systems for video games and interactive entertainment. Proven leadership managing multidisciplinary teams of artists, designers, technical artists, and animators for live-service titles. Skilled in translating gameplay systems into intuitive, visually compelling player experiences while balancing usability, aesthetics, and technical performance.

PROFESSIONAL EXPERIENCE

Lead UI Artist / Designer

February 2024 – Present

Wargaming USA

- Lead UI design efforts for the live-service title World of Tanks Modern Armor.
- Design and create the visual identity of game screens, menus, HUD systems, and player-facing interface experiences.
- Drive modernization of the game's user interface, improving usability, visual consistency, and overall player experience.
- Create in-game visual assets including icons, medals, emblems, buttons, backgrounds, and interface components.
- Manage and mentor a multidisciplinary team of artists, designers, technical artists, and animators.
- Collaborate closely with game designers, engineers, and production teams to deliver polished and scalable UI systems.

Senior Artist / Designer

February 2007 – February 2024

Chewy Software

- Created production-ready visual assets from concept through implementation, including wireframes, UI systems, menus, HUDs, iconography, and backgrounds.
- Collaborated with programmers, artists, and designers to align visual direction with gameplay and technical requirements.
- Designed intuitive user experiences and visual flows for a variety of game genres and platforms.
- Worked with globally recognized brands including Disney, Wilson Sporting Goods, Nickelodeon, Fisher-Price, and Wargaming to define project goals, design direction, scope, and production requirements.
- Meaningful art and design contributions to over 100 shipped titles.

Creator / Designer / Artist

May 2010 – September 2010

Valet Hero – iOS Mobile Game

- Conceptualized and designed the original mobile game Valet Hero.
- Created all visual assets including UI, menus, iconography, backgrounds, and promotional art.
- Collaborated with programmers on gameplay systems and level design implementation.
- Directed the overall visual style and user experience for the project.

Artist / Animator

September 1999 – June 2003

Midway Games

- Worked on TouchMaster Infinity coin-op arcade systems and Game Boy Advance titles including Mortal Kombat and Spy Hunter.
- Created 2D and 3D art assets for arcade and handheld gaming platforms.
- Designed UI mockups, HUD elements, menus, and iconography.
- Produced animations and visual effects for intros, celebrations, transitions, and menus.

- Contributed to gameplay ideas, interaction design, and visual direction.

EDUCATION

Oakland University

Rochester, Michigan · 2003 – 2007 · Education Major

Western Michigan University

Kalamazoo, Michigan · 1994 – 1999 · Art Major

SKILLS

UI / HUD DESIGN	MENU SYSTEMS	ICONOGRAPHY	ART DIRECTION	DIGITAL ART	AI DESIGN TOOLS
DESIGN SYSTEMS	WIREFRAMING	UX CONCEPTS	TEAM LEADERSHIP	ADOBE PHOTOSHOP	
ADOBE ILLUSTRATOR	ADOBE XD	FIGMA	LIVE SERVICE GAMES	GAMEPLAY SYSTEMS	

HIGHLIGHTS

- 20+ years of professional game industry experience
- UI leadership on a major live-service title
- Experience with globally recognized entertainment brands
- Strong foundation in both visual design and gameplay systems
- Proven ability to lead teams and modernize user experiences