

MARTIN COATES

USER INTERFACE ARTIST

ABOUT

I'm an enthusiastic UI artist with passion to take my skills and apply them to creating an exceptional and functional interface which enhances the users experience with the game. I'm also a proven leader which can utilise a team to work towards a desired goal who overcomes challenges not only for myself but for the game as a whole.

- Team management and mentoring
- Precise layout and typography
- Understanding the needs of the brief and team
- Creating high quality AAA visuals
- Understanding new and existing tools
- Approachable

SHIPPED TITLES

FORZA HORIZON 6 | 2026

XBOX ONE/SERIES | PC

FORZA HORIZON 5 LIVE | 2025

XBOX ONE/SERIES | PC

RUNESCAPE: DRAGONWILDS | 2025

PC

GRID LEGENDS | 2022

PS4/5 | XBOX ONE/SERIES | PC

GRID | 2019

PS4 | XBOX ONE | PC | STADIA

DIRT 4 | 2017

PS4 | XBOX ONE | PC

CONTACT

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EXPERIENCE

Lead UI Artist | Third Kind Games | August 2025 - Present

- Led a team of internal and external artists on various projects.
- Worked alongside AAA external studios to deliver high-end UX/UI.
- Onboarded and mentored various artists making sure they were producing premium quality UX/UI for client based projects.

Lead UI Artist | Playground Games | June 2023 - April 2025

- Led and mentored the UI team across an ongoing live service game alongside a new project.
- Created UI style guides to help direct and focus the team.
- Managed time of up to five artists making sure tasks were completed within schedule.
- Contributed to the visual UI style by creating high level and final concepts.

Senior UI Artist | Jagex | March 2021 - June 2023

- Worked alongside the UI art team to define the workflow and pipeline process.
- Created the UI visual identity and direction for a new IP.
- Worked alongside the UX designer to create the screen wire frames.
- Worked alongside the art director to push the games style.
- Implement and animate UI screens using UE5.

Senior UI Artist Group Lead | Codemasters | July 2017 - March 2021

- Led the UI team for two GRID racing games across all major platforms.
- Created the visual language through creating the style guide.
- Stylised the games UI.
- Implemented multiple screens and animations.
- Managed the teams tasks on a daily basis.
- Worked alongside design and the directions to push the games look and flow.

Experienced UI Artist | Codemasters | June 2016 - July 2017

- Created concepts using the existing wireframes and style guide.
- Helped design overcome UI and flow challenges.
- Implemented screens using a new tool.
- Helped with bug fixing throughout the project when polishing.

EDUCATION

BA, Computer Games Design

Teesside University | September 2005 - July 2008