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.

KEY SKILLS

- 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

GRID LEGENDS/COMING 2022

GRID/2019 | PS4 | XBOX ONE | PC | STADIA

DiRT 4/2017 | PS4 | XBOX ONE | PC

CONTACT

Email　　martincoates26@gmail.com

LinkedIn　linkedin.com/in/martin-coates

Website　www.coatescreative.co.uk

Mobile　　07714290135

EXPERIENCE

Senior UI Artist | Jagex - March 2021 – Present
- Worked alongside the UI art team to define the workflow and pipeline process.
- Created the UI visual identity and direcction 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.

Senior UI Artist Group Lead | Codemasters - July 2017 – March 2021
- Lead the UI team for the GRID racing game 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 directors 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.

Freelance UI Artist | August 2013 – June 2016
- Worked with multiple companies
- Created various visual styles
- Managed my own time to make sure each project was complete within schedule.
- Was given creative freedom on most projects.

EDUCATION

BA, Computer Games Design
Teesside University | September 2005 - July 2008