



ART DIRECTOR

WILLIAM HOUNG

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1160 Mission Street Unit 2011 ♦ SF, CA

PROFILE

With over ten years in professional video game and mobile development, I possess a bounty of knowledge, real world experience, and panache.

- ♦ As a **director**, I make pragmatic choices that lead to clarity in the communication of complex ideas, beautifully. I'm diplomatic, ethical, and I play and communicate well with others. I foster a creative, collaborative, and supportive environment for artist, engineer, and designer alike.
- ♦ As an **artist**, I am passionate and technically-savvy. My strengths lay in ideation and synthesis of many disparate styles and disciplines. I know many tricks and tools, and am a quick study when it comes to new ones.
- ♦ I'm sharp, sociable, and awake. I love new challenges and learning. I can probably sing that song.

EXPERIENCE

- Backbeat Networks** Art Director 2011-2015
 - ♦ Actively oversaw projects from written brief to wireframes to prototype to final shipped products
 - ♦ Involved in every step of development process: design, concept art, UX/UI design, visual design, production
 - ♦ Communicated directly with customers both on-and-offsite to ensure delivery of clients' wishes
 - ♦ Responsible for making the company look good with cohesive style, branding, and identity
 - ♦ Managed and coordinated external artists and outsourcing
- EA Games** UX/UI and Game Designer 2013
 - ♦ Designed a new feature for *The Sims 4*
 - ♦ Created promotional and in-game artwork
- Zynga** UX/UI Designer 2012
 - ♦ Designed and created user interfaces, effects, and artwork
- Tabula Digita & Nama Games** Artist 2010-2011
 - ♦ Created concept and promotional artwork for multiple titles
 - ♦ Designed and created user interface and shell for mobile title
- Activision | Blizzard [Shaba Games]** Artist 2005-2009
 - ♦ 2D and 3D production artist on multiple titles
 - ♦ Designed and created user interfaces
 - ♦ Storyboards and concept art
 - ♦ Video and motion graphics work

EDUCATION

- Carnegie Mellon University** Masters of Science, Entertainment Technology 2006
- Syracuse University** Bachelor of Fine Art, Computer Art 2003

PRODUCT HIGHLIGHTS

Gun, Tony Hawk Project 8, Shrek Superslam, Shrek the Third, The Sims 4, Spider-Man: Web of Shadows, and More...

