PIERS BUFFEY
ARTIST + DESIGNER

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🔗 www.piersbuffey.com

A passionate artist and designer with a keen eye for detail and experienced in creating world-class user interfaces. I am currently based in the UK, working full-time as a UI Artist at the video game company Codemasters/EA Games, working on an unannounced AAA racing game.

Skills:

- Proficient in UI & UX Design, Graphic Design, Illustration, Motion Graphics, Iconography Design and Video Editing.
- Ability to create high-quality assets, UI concepts, whiteboxes, wireframes and animations to a AAA production quality standard in a timely manner.
- A detailed understanding and experience with the creation of UI/UX design and flow.
- AAA game experience using Unreal Engine to create and implement high-quality functional UI using the game engine's tools and blueprints.
- Adept at drawing and painting both traditionally and digitally.
- Strong understanding of design, shape, lighting, colour and composition.
- Excellent ability to adapt and quickly learn new tools and workflows.
- Good observational and communication skills, along with a positive attitude towards feedback.
- Excellent problem-solving skills and highly motivated.

Experienced in Photoshop, Illustrator, After Effects, Adobe XD and the rest of the Adobe Creative Suite. Has AAA Game Development Experience with Unreal Engine as well as having a working knowledge of Blender and C#.

Ps Ai Xd Ae ⓤ UNREAL ENGINE 🔶 blender 🅲#

Experience:

◉ UI Artist - Codemasters/EA Games (*March 2021- Present*)

- **Unannounced AAA Racing Game Project (*Current Project*)** • **Canceled AAA Game Project (*2021*)**

  - Closely collaborating with artists and designers to create pre-production UI concepts to help develop a strong visual style guide for AAA projects.
  - Design and creation of high-quality UI concepts, whiteboxes and UI animation that are refined through collaborative communication and feedback from team members and stakeholders.
  - Maintaining and creating game-ready assets such as textures and iconography.
  - Implementing UI assets, screens and features into the game engine.
  - Taking ownership, overseeing and maintaining key areas and features of the game concerning UI & UX.
  - Collaborating with departments such as code to deliver and manage tasks to functional completion.
  - Leading implementation reviews of UI screens and features.

Marketing Artist and Animator - Kwalee (*Video Game Developer*) (*July 2019 - March 2021*)

Design Contractor - Learning Labs/FlashAcademy (*Language App Developer*) (*November 2018 - June 2019*)

Design Intern - Learning Labs/FlashAcademy (*May 2018 - November 2018*)

Education and Qualifications:

- **BA (Hons.) Animation & VFX** - Falmouth University(*2014 - 2017*) - 2:1 Degree
- **A-Levels** - Worcester Sixth Form College (*2012 - 2014*) - Graphic Design (A), Fine Art (B), I.T (Distinction), History (C)
- **GCSE's** - Droitwich Spa High School (*2008 - 2012*) : I.C.T.(Distinction), Fine Art (B), History (C), Maths (C) English (C) Science (C) Product Design (C)