

# TRISTAN BURNSIDE

Visual Design | UI Artist | Product Design

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**EDUCATION** **B.A. Art and Design: Games and Playable Media**  
University of California, Santa Cruz / 2019

**EXPERIENCE** **Senior Visual Designer** Remote  
Unplay / January 2024 - Present

- Established branding guide for web and Unity development by creating Figma library of 100+ primitives, tokens, and specialized components.
- Organized and wrote schematics for components that identify all boolean, variants, and states in which they may be used.
- Utilized modes to allow for swapping from Light to Dark mode with the flip of a switch allowing for less repeat work.
- Worked in Unity to clean up initial implementation passes from engineering to ensure implementation more closely matched intended visual acuity.

**User Interface Artist** San Mateo, CA (Remote)  
31st Union / September 2022 - December 2023

- Crafted new UI style standards to transform existing UI assets into new minimal aesthetic to match desired game aesthetics.
- Established a pipeline for syncing game asset Photoshop files into Illustrator export files that promote quicker iteration and organization for longevity.
- Worked alongside UX and Design to redesign key features with accessibility at the forefront of decision making.
- Created new UI Materials, game-ready assets, and high fidelity mockups.

**Associate UI/UX Designer** Carlsbad, CA (Remote)  
High Moon Studios / August 2021 - September 2022

- Maintain visual fidelity of AAA title Call of Duty: Warzone.
- Design and implement season 2 and season 3 mechanics including Nebula V, Gas Canisters, Armored Vehicles, Redeploy Balloons, Decontamination Stations, Anti-Air Turrets, and more.
- Create multi-functional widgets using animated sequences and implemented them to dynamically function based on gametype data using LUA.
- Documented and organized the start-to-finish pipeline for implementation of all vehicle UI to be used by all Activision studios.

**User Interface Artist** Eugene, OR  
Pipeworks Studios / November 2019 - June 2021

- High security clearance up to government security level 2.
- Spearheaded Mobile-to-Landscape redesign for the Wizards of the Coast game SpellSlingers.
- Start-to-finish UI Artist and User Experience Designer on Rival Peak, the first MILE (Massively Interactive Live Event) with 266k followers.
- Prototyped fully-functioning wireframes, rendered high-fidelity assets in Photoshop, created example animations in After Effects, and implemented in Unity with rapid turn-around time.
- Utilized Illustrator to create and iterate on hundreds of icons to fit rigorous standards for brand identity and style consistency.

## SKILLS

UI/UX Design	User Research & Testing	Unity	Perforce
Concept Development	Photoshop	Unreal Engine 5	Asana
Product Design	Illustrator	UMG	Nuclino
Rapid Prototyping	Figma	UI Materials	Lua
User-Centric Design	Lightroom	Jira / Confluence	Notion