

NOAH MAAS

LEAD UI DESIGNER / DIRECTOR

noah@snugpixel.com

www.snugpixel.com

+1 (206) 799-7687

From consoles to desktop to mobile, I have worked on just about everything in the UI world. When I am not making beautiful functional interfaces, I enjoy producing music, painting, tinkering, and otherwise creating.

EXPERIENCE

HARDSUIT LABS UI/UX Director – 2015 - Current

- Provided UI/UX direction across multiple projects for internal and external projects
- Managed internal / external design teams across multiple projects on high profile IPs
- Created successful pitch materials resulting in large scale project contracts
- Created internal / external marketing materials

KING GAMES Senior UI/UX Artist – 2014 - 2015

- Provided UI/UX direction across multiple projects
- Implemented UI in both in house and 3rd party engines
- Created marketing / branding assets for multiple IPs

ZOMBIE Lead UI/UX Designer 2014 - Mid 2014 (Contract)

- Provided UI/UX direction across multiple projects and platforms
- Redesigned UI for flagship title Blacklight Retribution for PS4 / PC
- Implemented UI art in Flash/Scaleform and HTML5/CSS

TURBO.COM Lead UI/UX Designer – 2014 (Contract)

- Complete rebranding
- Design components of UI/UX for web and desktop clients
- Built front end responsive UI in HTML5/CSS
- Prototyped iOS/Android clients

REDFIN Sr. Interactive Designer – 2013

- Designed UI/UX for Home Value Tool (Comparative Market Analysis)
- Designed a custom responsive grid and library of flexible UI elements
- Helped rebrand / redesign web and mobile experiences

POPCAP GAMES / EA

UI Lead, Plants Vs. Zombies Franchise / Peggle Franchise – 2011 -2012

- Designed and illustrated in game and store UI for Plants vs. Zombies 2
- Redesigned Peggle interface for touch based devices
- Provided art and interaction design for Peggle 2

UI Lead, PopCap Studio – 2010 - 2011

- Created and launched PopCap's first social game Bejeweled Blitz and helped grow social games team
- Redesigned PopCap retail & downloadable game installation experience
- Helped create and launch several best-selling games on multiple platforms (iOS, Xbox 360, PS3, DS)

Art Director, PopCap.com – 2008-2010

- Redesigned PopCap.com E-Com and main website
- Partnered with business and marketing teams to improve retention and conversion
- Worked with engineering team to restructure and integrate ecom user accounts system to main PopCap.com web site
- Created UX flows for ecom user accounts system
- Hired 3 additional front end web developer / graphic designers

Graphic & Web Designer, PopCap.com – 2006-2008

- Hired as PopCap's first graphic & web designer, mentored growing team of designers
- Generated print collateral including press packets, in-store display signage & direct mail
- Created user interface for first redesign of the main and E-Com website
- Created HTML & CSS templates for the redesign of PopCap.com
- Designed, coded, and tested weekly newsletter sent to over 700,000 customers

SUPER POWERS

Unreal 4 (UMG, Blueprints, Material VFX)

Unity

Scaleform

Interface / User experience design for leading platforms

Music production / sound design

Motion graphics for web, mobile and broadcast

2D illustration & animation

Logo and icon design

Web / Scripting (HTML / CSS / Javascript / jQuery)