

GAME DEVELOPMENT CREDITS

LUCASARTS™

STAR WARS: THE FORCE
UNLEASHED
XBOX 360, PS3

ELECTRONIC ARTS™ INC.

MADDEN NFL 2005
XBOX, PS2

MADDEN NFL 2004
XBOX, PS2, GAMECUBE

MADDEN NFL 2003
PC

NCAA FOOTBALL 2005
XBOX, PS2

NASCAR 2005
XBOX, PS2

PRIMARY SOFTWARE

ADOBE PHOTOSHOP
ADOBE LIGHTROOM
ADOBE AFTER EFFECTS
ADOBE ILLUSTRATOR
ADOBE INDESIGN
ADOBE FLASH
ANARK STUDIO

SCRIPTING

XHTML
CSS
JAVASCRIPT
ACTIONSRIPT
LUA

EDUCATION

FULL SAIL CENTER FOR THE RECORDING ARTS

1991-1992

THE MASSACHUSETTS COLLEGE OF ART

1986-1990

GARY R BOODHOO

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Interface Designer

2006 -2008

LUCASARTS

SAN FRANCISCO CA

The Star Wars Force Unleashed project represented a new way of making games at LucasArts: new technology, new tools, new game engine, new people.

Content Creation

GLOBAL NAVIGATION
MENUS
FONTS
METERS
TARGETING
MESSAGING
MINIGAMES
MAPPING
USER TRANSACTIONS
VISUAL EFFECTS
SCREEN DESIGN
BACKGROUNDS

Debugging

TEXTURE OPTIMIZATION
REFACTORED OF LUA SCRIPTS
LOCALIZATION FIXES
COMPLIANCE FIXES
FONT PROCESSING

Lead Interface Designer

2005

THQ-RAINBOW STUDIOS

PHOENIX AZ

Preproduction

Created graphic design studies and animations to visualize themes the art director wanted to express while doing extensive research in the Lucasfilm archives.

Mastered Lua, a scripting language used to implement designs and communicate with the game engine.

Collaborated with the environment and animation teams to collate their work for studio presentations.

Presented a seminar, "Boundaries of The Interface", for the production and game design teams on the relevance of usability as a design constraint.

Production

Demonstrated the value of solving navigation and usability problems with working prototypes and introduced this practice to the studio as a standard working practice.

Introduced the practice of using the authoring system as a presentation tool for weekly design reviews of static and interactive content on the Xbox 360.

Created visual effects and event driven procedural animation by exploiting Lua scripting, texture mapping and 3D modeling features provided by the authoring system and game engine.

Devised strategies for working with mixed usage of fonts and dynamic icon swapping for the tutorial systems and in-game captioning system.

Worked closely with production to set estimates, assign tasks and provided ongoing project status reports

UI design for next generation game development on Xbox360 and Playstation3

- Conducted needs assessment and visual research to determine production goals
- Conducted UI design reviews using desirability testing methods as part of an iterative design process
- Worked with game designers to determine production dependencies and requirements
- Feature development and prototyping using HTML and After Effects
- Graphic design studies

Senior Designer

2001–2004

ELECTRONIC ARTS-
TIBURON
MAITLAND FL

Large scale UI design for PC, PS2, XBOX and NGC game titles

- Feature development and prototyping using Flash and After Effects
- Graphic design and animation
- UI scripting and integration with game code

Designed and maintained EA Sports style guide

- Designed screen elements, components and low level behaviors shared by EA Sports game teams
- Created templates for common screen types after a comprehensive study of all EA Sports games
- Collaborated with EA-Canada to design EA Sports online network game modes

Interface design lead on Madden NFL 2003 and 2004

- Redefined the visual hierarchy of a rapidly expanding game system resulting in simpler navigation and a more immersive user experience

Interface design for studio intranet

- Created wireframes and mockups for the IS team as they deployed a studio intranet redesign project

Interface design for proprietary studio tools

- Web based time tracking and task management application
- Front end work for several graphics processing utilities for ease of use
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Employee and location photography for studio recruiting website

Senior Broadcast Designer

1998–2000

CREATIVE CHAOS
ATLANTA GA

- Motion graphics and 3D animation for commercial and network clients
- Graphics support for online editing
- Client presentations

Broadcast Designer

1996–1998

THE GOLF CHANNEL
ORLANDO FL

- Motion graphics and 3D animation for on air promotions and franchise identity packages
- Daily graphics and animation for live programming
- 3D motion capture data processing and editing
- Graphics support for online editing

3D Artist

1993–1996

JHT MULTIMEDIA
ORLANDO FL

Production Artist

1992–1993

WCPX TV CBS (now WKMG)
ORLANDO FL