



Richard Dadisman

User Interface Designer - Graphic Designer

1100 Temple St. Raleigh, NC 27609
Website: <http://richarddadisman.com>
Phone: 919.257.9068
Email: rdadismaniv@gmail.com

Objective

Secure a position at a modern and dynamic company dedicated to producing intuitive, high-quality product, where I will contribute through my experience in graphic design, project management, and content production; to build on my passion for media and communications.

Experience

NECA (National Entertainment Collectibles Association), Cary, NC

The National Entertainment Collectibles Association is a manufacturer of collectibles typically licensed from films, video-games, sports, music, and television.

UI/Graphic Artist

August 2014 - Present

- Create UI assets from concept phase through production, for use in wide range of products.
- Design style guides and templates to ensure brand consistency.
- Manage and guide contractors to ensure timely product launches and meet deadlines.
- Produce marketing assets for consumer and industry events and promotions.
- Design and create large scale promotion banners.
- Work directly with Marketing Director to create marketing collateral across multiple properties.
- Work with senior management to support designs needs for multiple departments.

MFV.Com (dba Icarus Studios), Cary, NC

MFV is the world's most innovated game studio dedicated to bridging the gap between physical toys and interactive games.

UI/Graphic Artist

October 2012 – August 2014

- Designed packaging for physical products with licensed properties.
- Ensured compliance with licensors brand guides to ensure brand integrity.
- Designed mock ups of UI layout and created assets for use in multiple shipped titles.
- Worked with and supervised contractors across multiple product launches.
- Produced marketing assets for consumer and industry events and promotions.
- Created online ads and assisted with all web design.

Reloaded Games, Cary, NC

Reloaded Games operates global MMOs with more than 23 million registered users in markets such as US, Europe, Turkey, India and South America.

3D Artist

July 2011 – May 2012

- Created high and low poly 3D character and environments.
- Created high and low resolution textures for environments and props.
- Designed and created high quality game models.
- Collaborated with Art Director in the creation of new modeling concepts.
- Created efficient UV maps to maximize texture resolution.

Icarus Studios, Cary, NC

Icarus Studios provided white-label massively multi-player online games, virtual worlds, and serious games for major entertainment, corporate, and government clients.

3D Artist

November 2007 – April 2010

- Worked on Fallen Earth (MMORPG) modeling and texturing props and other environmental assets.
- Used company tools to create ecosystems and developed environments for the game world.
- Collaborated with teams to develop new and exciting environments.

Education

Living Arts College, Raleigh, NC

2005-2007

- Associates Degree in Design (3D Animation)
- Major in environmental modeling and texturing

Abilities

- Logo design and branding
- UI design and asset creation
- UI mock ups
- Web banner and promotion designs
- Realistic modeling
- World building and environmental designs
- Skilled in UV, diffuse, normal, specular, glow and ambient occlusion map creation
- Skilled in high poly and low poly game modeling pipeline
- Works well with a team and multitasking
- Experienced in agile/SCRUM and cross-communication development
- Adapt/ability to work in a fast paced environment

Software Skills

- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe InDesign
- Adobe Flash
- Adobe Experience Design
- Sketch
- Autodesk 3ds Max
- Pixologic Zbrush
- Apple Keynote
- Apple Pages
- Microsoft Office Suite

Shipped Titles

- WizKids (Website)
- WizKids Info Network (Website)
- WizKids Attack Wing (Website)
- WizKids Dice Masters (Website)
- WizKids Event System (Website)
- Quarriors! (iOS)
- Qwirkle (iOS)
- TabApp Elite (iOS with physical component)
- Connect with Pieces: Pacific Rim (iOS)
- Shuffling the Deck: Pacific Rim (iOS)
- Shuffling the Deck: Pirates (iOS)
- Fallen Earth (MMO)

References are available on request