



John Burnett

interface & experience design

Hello! My name is John Burnett, a 15-year Industry veteran working with powerhouse AAA companies like Electronic Arts, Activision, id Software, King, and Google. I've also served as the UI Art Director at internationally renown mobile developer Glu Mobile, overseeing nearly a dozen mobile products, including Deer Hunter, a top 10 grossing app. Additionally, I love working with boutique studios like Seismic, Scopely, Hare-brained Schemes and Limbic, giving small businesses a massive advantage with top-tier art and art direction. Available for consultation and always ready to talk, I'd love to bring my experience, expertise, and energy to your current project. **Let's get started on your next success story.**

Creative Director
2014 - present

John Burnett Consulting

Serving titanic AAA studios like Electronic Arts, Activision, King and Google - as well as boutique startups like Harebrained Schemes, Scopely & Limbic, my consulting business has branched out to games, apps, web and corporate design.

UI/UX Art Director
2012-14

Glu Mobile (Seattle Headquarters)

Overseeing over a dozen games in concurrent production at international mobile developer Glu Mobile. Art Direction for, among other titles, Deer Hunter, a top 10 grossing app on the Apple iStore.

UI Lead Designer
2010-12

id Software (Dallas Headquarters)

Lead UI/UX Designer on 4 mobile titles and the runaway hit Rage - winner of 5 Best Visual awards, 3 Best in Show awards from E3, and Game of the Show from IGN.

UI Senior Designer
2008-10

Electronic Arts (Pandemic Studios)

Senior UI Designer on the critically acclaimed The Saboteur, winner of the Best Art Direction award from Gametrailers.

UI Designer
2005-8

Midway Games (Chicago Headquarters)

Entry-level designer at Midway Games, publishing eight titles in under two years

Programs: Photoshop . Illustrator . AfterEffects . InDesign . Flash . Animate CC . Actionscript . CSS . HTML5 . Sketch . Basalmiq . Wordpress . Agile development . Slack . Skype . Zoom . Jira . A/B testing

Skills: Wireframing . Asset creation . Logo design . Icon design . User Experience design . User Experience testing . User Interface consultation . Conceptualization . Effects . Animation . Video editing . Coding . Responsive design . Webdesign

Education: Masters in Fine Arts in Graphic Design (U of Chicago) . Bachelors in Science in Psychology (U of Illinois).

Portfolio

Professional Work

thewingless.com/showcase

Personal Work

thewingless.com
