

Casey Boehm Ocean - Senior UI Artist/ UI Technical Artist

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Work Experience

Senior UI Artist 1 at Blizzard Entertainment (April 2021-Present)

- Unannounced Project
 - Prep, Layout, and Animate UI in Unity

Senior Tech Artist at PeopleFun (June 2020-April 2021)

- Wordscapes Shapes, Mystery Word, Wordscapes Search
 - Created, Prepped, Optimized, and Laid Out UI in Unity
 - Animated UI elements and Created VFX in Unity
 - Prototyped Wireframes and UX

Senior Tech Artist at Scopely (Oct 2016- May 2020, Los Angeles, CA)

- Wheel of Fortune: Free Play
 - Prepped, Animated, Optimized, and Laid Out UI (using NGUI) in Unity
 - Lead in house Live Ops Artists and Outsourced Art Teams
 - Costed Design Specs with Design, Art, and Engineering Teams
 - Model/Texture 3D scenes for DLC content in Maya and Unity
 - Created 2D Art and UI for DLC Events
 - Prototyped Animated Wireframes and UX
- New Yahtzee with Buddies, Dice with Buddies, Dice with Ellen
 - Prepped, Optimized, and Laid Out UI in Unity
 - Lead/Trained Outsourced Tech Art Teams at multiple studios
 - Costed Design Specs with Design, Art, and Engineering Teams
 - Rigged and Animated UI/Characters and Created VFX in Unity
 - Uploaded and Managed asset bundles for Live Events

2D Artist at Zynga (Jan 2016-Oct 2016, Camarillo, CA)

- Crazy Cake Swap, Crazy Kitchen
 - Created, Prepped, Optimized, Animated, and Laid Out UI in Unity

2D Artist Zindagi Games (Aug 2015-Dec 2015, Camarillo, CA)

- Secret Life of Pets; Unleashed
 - Created, Prepped, and Laid Out UI and Art in Unity

Lead Animator/2D Artist Phyken Media (Aug 2011-Jul 2015, Orlando, FL)

- Wizard Ops Tactics
 - Created UI, Storyboards, Illustrations, and Concept Art
 - Rigged/Animated Characters in Maya for Unity

Education

- M.S. in Interactive Entertainment
University of Central Florida- (FIEA) - Dec. 2011
- B.F.A. in Animation
University of Maryland Baltimore County (UMBC) - May 2010

Skills

Programs

- Unity (NGUI and UGUI), Photoshop, Maya, After Effects, Motionbuilder

Skillset

- UI Technical Art, Illustrations, Concept Art, UI, UX, 2D/3D Animation, Rigging