



I am a multi-disciplined UI/UX Designer, with over 20 years of experience in graphic design, web, video, mobile, photography, 3D sculpting, and game design. With ninja fast mouse reflexes and multitasking skills like a Redbull-infused octopus, I can get work done quickly and efficiently. I am available to work onsite (within the Salt Lake City area) or remotely from my fully equipped home office. I cover the entire UI process including wireframing, UX, design, production, animation and UI implementation directly in Unity. I also have a deep understanding of 3D Printing and own a few printers for toy production purposes.

While working for EA Games, I was responsible for the UI Design for many products including; Minions Paradise, Magic The Gathering, The Sims, TetrisBlitz, Monopoly, Clue, and a collection of game titles I cannot disclose at this time.

**WHY USE KIMBOLT?**

- Over 20 years of experience
- High Quality work
- Fast and efficient
- Diverse list of services
- Can work onsite or off
- Knock your socks off design!

**SOFTWARE:**

Photoshop, Illustrator, After Effects, Unity, ZBrush, Modo, InDesign, Muse, Premier, Flash, Adobe Audition, Dreamweaver, and a large number of other software programs.

**WORK EXPERIENCE:**

6/12 - 12/15	EA GAMES, UI Designer
10/08 - CURRENT	Kimbolt LLC, Art Director, Owner
10/07 - 10/08	Control4, Interactive Designer
02/04 - 10/07	LDS Church, Motion Graphics Designer
01/03 - 01/04	BoedePartners, Interactive Designer
11/02 - 1/03	Independent Contractor, Web Designer, Print Designer, Flash Designer, Manager
9/02 - 11/02	uSight, Provo, UT, Art Director, Web Designer, Print Designer, Flash Designer,
4/01 - 10/01	iCentris INC, Art Director, Flash Designer, Illustrator
5/00 - 1/01	marchFIRST, Production Designer, Flash Designer, Comp Illustrator
8/99 - 5/00	Euro RSCG DSW Partners, Production Designer. Flash Designer
8-98-5/99	Daystar Communications, Production Artist, Web Designer

VARIOUS WORK SAMPLES:

