

Dino Ignacio

950 Harrison St. #108, San Francisco California | 415.350.0368 | dino@dinoignacio.com

<http://www.dinoignacio.com>

User Interface Design Director

Strong leader with great communication skills and solid work ethic. Creator of ground breaking and trendsetting user interface design. Innovative content developer with experience in print, web, video. Over a decade of work in illustration, motion design and UI. Professional and motivated artist with production initiative and follow through. Knows how to get things moving and finished with quality and within deadline. Understands the production pipeline and interdisciplinary relations.

Videos

Weapon Crafting System featurette http://www.youtube.com/watch?v=bvBhCCNi_u4
Dead Space 2 User Interface featurette <http://www.youtube.com/watch?v=9wkUu5dNOLU>

Education and Training

University of the Philippines College of Fine Arts 3 yrs Painting and Studio Arts (1994-1997)
Academy of Art University BFA in Computer Arts 3d Modeling (1999-2004)

Awards and Recognition

Webby award in the category Weird for site "Bert is Evil!" (1998)
"Maritess Vs Superfriends" Best Short Film at SJU Cadre's Armed for the Blackout (2003)
"Bad Thoughts" winner best music video San Diego Asian Film Fest (2004)
Speaker at 2011 Montreal International Games Summit
Speaker at 2013 Game Developers Conference

Areas of Expertise

Motion Graphic Design (After Effects/ Flash/ Maya)
Illustration/Concept Development/Storyboards/Animatics (Photoshop, Maya, Illustrator, Pen)
User Interface Design (Photoshop, After Effects/ Flash/ Maya)

Work Experience

EA VISCERAL (2008-present) Worked on Dead Space, Dante's Inferno, Dead Space 2, Dead Space 3. Designed the UI for Dead Space franchise - critically acclaimed as one of the best game interfaces of this generation of console games.

MYX (2006-2008) Head of Imaging and Design. Led creative team to build assets to launch Asian American Music Channel. Directed music videos and seasonal campaigns for the channel.

GAMESPOT/CNET (2005-2006) Motion Graphics Producer Created motion graphics for CNET entertainment properties: TV.com, GAMESPOT and MP3.com. Concepted and designed identity of GameSpot Live.

[references available upon request]