

PAT GUARINO

Interface Artist . Graphic Designer . Illustrator

pat@patguarino.com | www.patguarino.com | 248.808.7335
812 Meadowview Lane, Lansing, MI 48917

EDUCATION:

Bachelor of Fine Arts: Animation & Digital Media
College for Creative Studies. Detroit MI
September 2000 – May 2004

WORK EXPERIENCE:

Self Employed: Game Designer
June 2014 - Present

Crystal Dynamics: User Interface Lead
November 2013 – June 2014
Contributed to:

- Rise of the Tomb Raider
- Lara Croft & the Temple of Osiris

2K Marin: User Interface Lead
November 2010 – October 2013
Shipped:

- The Bureau: XCOM Declassified

Crystal Dynamics: User Interface Artist
November 2007 – October 2010
Shipped:

- Lara Croft & The Guardian of Light
- Tomb Raider Underworld

Left Field Productions: User Interface Artist
April 2006 – October 2007
Shipped:

- World Series of Poker : Battle for the Bracelets
- World Series of Poker : Tournament of Champions
- Dave Mirra BMX Challenge
- Nitrobike

Big Communications: Graphic Designer & Animator
July – September 2005

References available upon request

SOFTWARE EXPERIENCE:

Photoshop . Illustrator . Flash . Dreamweaver . After Effects
Final Cut Pro . Unreal Editor . Unity . Perforce . Hansoft . Visio
Test Track Pro . Microsoft Office . 3D Studio Max . Maya

SCRIPTING EXPERIENCE:

Actionscript . HTML . CSS . Javascript . XML . C#