

Patrick Carmine Guarino

User Interface Designer

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Education

Bachelor of Fine Arts : Animation and Digital Media

College for Creative Studies , Detroit MI
September 2000 - May 2004

Work Experience

2K Marin, Novato CA

Senior UI Artist : Graphic Design, Interface Design, Scripting, Game Design.
November 2010 - Present
Current Project :

XCOM

Xbox 360, Playstation 3, PC

Crystal Dynamics, Redwood City CA

UI Designer : Graphic Design, Interface Design, Scripting, Game Design, Web Design.
November 2007 - November 2010
Games Shipped :

Lara Croft & The Guardian of Light

Xbox Live Arcade, Playstation Network, PC

Tomb Raider: Underworld

Xbox 360, Playstation 3, PC, Wii

Left Field Productions, Ventura CA

Lead UI Artist : Graphic Design, Interface Design, Scripting, Video editing.
April 2006 - October 2007
Games Shipped :

World Series of Poker 2008 : Battle for the Bracelets

Xbox 360, Playstation 3, Playstation 2, Playstation Portable, PC

World Series of Poker : Tournament of Champions

Xbox 360, Wii, Playstation 2, Playstation Portable, PC

Dave Mirra BMX Challenge

Wii, Playstation Portable

Nitrobike

Wii

Big Communications, Ferndale MI

Flash Animation, Print Design, Illustration
July - September 2005

Freelance Designer

Web Design, Flash Design and Illustration
December 2002 - Present

References available upon request

Software Experience

Photoshop . Illustrator . Flash . Director . Dreamweaver . After Effects . Final Cut Pro
Unreal Editor . Perforce . Rocktrack . Visio . Microsoft Office . 3D Studio Max . Maya

Additional Skills

Scripting

Crystal Dynamics proprietary script . Left Field proprietary script . Unreal Script
Javascript . Actionscript . XML . HTML . CSS