

PAT GUARINO

USER INTERFACE DESIGNER

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Frisco, Texas

SOFTWARE EXPERIENCE

Adobe Creative Suite
Microsoft Office Suite
Unreal Editor 5, 4, 3
Unity . Figma . Miro
Perforce . Jira

SCRIPTING EXPERIENCE

Actionscript . HTML . CSS
JavaScript . XML . C#

GEARBOX SOFTWARE

Lead UI Artist 2017 - Present
UI Artist 2015 - 2017

SHIPPED:

| Borderlands 3
| Battleborn

SUPPORTED:

| Tiny Tina's Wonderlands

SELF EMPLOYED

Game Designer 2014 - 2015

CRYSTAL DYNAMICS

Lead UI Designer 2013 - 2014

SUPPORTED:

| Rise of the Tomb Raider
| Lara Croft & The Temple of
| Osiris

2K MARIN

Lead UI Designer 2010 - 2013

SHIPPED:

| The Bureau: XCOM Declassified

CRYSTAL DYNAMICS

UI Designer 2007 - 2010

SHIPPED:

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

LEFT FIELD PRODUCTIONS

UI Designer 2006 - 2007

SHIPPED:

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

EDUCATION

BACHELOR OF FINE ARTS

Animation & Digital Media

College for Creative Studies
Detroit, MI
2000 - 2004