

CONTACT

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248.808.7335
Frisco, TX

SOFTWARE EXPERIENCE

Adobe Creative Suite
Microsoft Office Suite
Unreal Editor . Unity
Figma . Miro . Perforce . Jira

SCRIPTING EXPERIENCE

Actionscript . HTML . CSS
JavaScript . XML . C#

WORK EXPERIENCE

2007 - PRESENT

GEARBOX SOFTWARE

2017-2022 | Lead UI Artist
2015-2017 | UI Artist

BORDERLANDS 3 . BATTLEBORN . TINY TINA'S WONDERLANDS

- Lead the Borderlands 3 UI Art Team.
- Worked with programmers, artists and producers to concept and implement all of the user interface elements for BL3 and the associated DLC.
- Helped recruit, interview, hire and manage a team of UI artists.
- Organized feature scheduling, team tasking and bug triage.
- Created feature prototypes in Adobe Animate to playtest interface designs.
- Supported the Battleborn team in the last year of development through to ship.
- Consulted on Tiny Tina's Wonderlands, helping with initial planning and feedback.

SELF EMPLOYED

2014-2015 | Game Designer, UI Consultant

CONCRETE RIFT

- Created a playable prototype for a 2D Action Brawler game.
- Planned, designed, arted and programmed the project.
- Consulted on other independent games, specifically providing UI feedback.

CRYSTAL DYNAMICS

2013-2014 | Lead UI Designer

RISE OF THE TOMB RAIDER . LARA CROFT & THE TEMPLE OF OSIRIS

- Worked with the Art and Creative Directors to streamline and simplify the interface design of Rise of the Tomb Raider.
- Helped organize a junior team, getting them up to speed with the tool set.
- Settled UI and UX workflows before leaving the project.
- Contributed assets to Lara Croft & The Temple of Osiris.

2K MARIN

2010-2013 | UI Lead

THE BUREAU: XCOM DECLASSIFIED

- Lead the UI team in the creation of all the UI assets for The Bureau.
- Worked with production to set schedules and tasks for the entire UI team.
- Evolved the UI art style along with the game as the project changed perspective, time period and tone over its long development time.
- Helped develop the Battle Focus system, a tactical gameplay mode that aimed to set the game apart from other military 3rd Person Shooters.

CRYSTAL DYNAMICS

2007-2010 | UI Designer

LARA CROFT & THE GUARDIAN OF LIGHT . TOMB RAIDER UNDERWORLD

- Worked with a small team to help concept and develop the Guardian of Light project.
- Created the UX Flow and all of the UI assets for Guardian of Light.
- Designed and developed the UI for Tomb Raider Underworld.
- Contributed UI assets to several unreleased games including two Tomb Raider projects and another survival horror concept.

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LEFT FIELD PRODUCTIONS

2006-2007 | UI Designer

WORLD SERIES OF POKER: BATTLE FOR THE BRACELETS
WORLD SERIES OF POKER: TOURNAMENT OF CHAMPIONS
DAVE MIRA BMX CHALLENGE . NITROBIKE

- Created all of the UI assets for both World Series of Poker titles.
- Updated the UX flow of WSOP: Battle for the Bracelets to improve the game flow and accommodate new gameplay features.
- Contributed UI work to the Dave Mira projects on PSP and Wii.
- Worked on the pitch for the Nitrobike project creating logos and gameplay trailers.
- Helped concept several unreleased projects including a comic book action game and a Wii based poker project.