

# Michael Kingery

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## PROFILE

I have 7 years of professional UI, UX and design experience, and expertise in the startup and entertainment industry. I've worked on all stages of UX production from research, wireframing, low fidelity prototypes, AB testing, QA and final asset production.

## PROFICIENCIES AND TOOLS

### **User Experience, User Interface, Wireframing, Low/High Fidelity Prototyping, A/B Testing**

- InVision, Illustrator, Photoshop, Affinity Designer, Texture Packer, Unity 3D (NGUI / UGUI), Asset Automation

### **Illustration, Graphic Design, Marketing, Concept Art, Orthographics, Reference Modeling**

- Adobe Creative Suite, Photoshop, After Effects, Sketchbook Pro, Sketchup Pro, Cinema 4D, Keyshot

### **Project Management, Agile, Scrum, Retros, Kanban, Git, Post Mortems, Teaching, Mentoring**

- JIRA, Scrum Poker!, Trello, Sourcetree, Google Drive, Dropbox

### **Documentation, Design Proposals,**

- Office, Word, Google Documents, Spreadsheets, File Structuring

### **Game Development, Particle Effects, Level Setup, Lighting, Occlusion Culling**

- Unity 3D

## EXPERIENCE

### **Senior and Lead Artist, SkyVu Entertainment**

February 2009 - July 2014

I was fortunate to have been a part of SkyVu on the ground floor as its second employee and grew to manage and oversee the art department in my 5 and a half years there. Not only was I instrumental in daily production related tasks but quickly earned the responsibility of management and leadership within the art team.

- Spearheaded UX prototyping and development for the majority of projects worked on. Pioneered use of development tools, conducted AB testing, created final assets and implemented them into Unity with aid from the developers.
- Guided development and software quality assurance to ensure optimal progress and product stability for end users.
- Established company branding and oversaw marketing on the iTunes Store and Android Marketplace.
- Attended the yearly conferences on behalf of the company and brought back information to

the team for deconstruction.

- Built an art department from the ground up - researching and implementing application and asset management pipelines before they were needed.
- Trained new team members on the company's intranet, practices, and conventions.
- Gathered and produced style guides and created thumbnails, callouts, reference models, orthographics and illustrations.
- Strove to make the team as efficient as possible in all things and implemented changes to software, pipeline, and project management techniques.
- Headed up postmortems, documented discussions and worked tirelessly to avoid retreading trouble areas and implement suggestions when possible.
- Liaised with remote outsourcers and clients over multiple projects where I managed assets, cross team communication, requirements, documentation, and troubleshooting.
- Oversaw multiple, simultaneous projects across all phases of development.
- Collaborated with the development team to plan project sprints, manage scrum and document retros.

## **Freelance Artist, Self Employed**

July 2014 - **Present**

- I contact and coordinate with clients to gather requirements, communicate progress and manage expectations.
- Create concepts, thumbnails, orthographics, illustrations, UX prototypes and UI assets for a wide range of entertainment types, including but not limited to mobile games, apps, web applications and marketing campaigns.
- A big first step is always planning out what the end user needs to see and what the stakeholder wants to see. I love planning out the user's experience and working with ever-shifting prototypes and wireframes to nail the design.
- For each client, I am able to work within their budget and schedule delivering the highest quality content working within the client's constraints.
- As a freelance artist, I utilize the client's project management tools or, if none are present propose my own that are suited to the client and work. No job is too small to give up efficiency.

## **COO and Project Manager, Anvilhead Studios**

February 2015 - **Present**

A small group of us are looking into starting a small entertainment studio and have finally cleared the last legal hurdles and have gotten ourselves incorporated. We meet weekly and are beginning the long road of pitching to investors!

- As the COO, I accomplish human resource objectives by recruiting, selecting, orienting, assigning, scheduling, coaching, counseling, and disciplining team members.
- Communicate job expectations by planning, appraising, and reviewing contributions.
- I discuss and set quality standards and am constantly balancing the unlimited time sink of perfection against finite time and money.
- Forecast financial requirements; preparing an annual budget; tracking expenditures; analyzing variances; initiating corrective actions.
- Set and adjust project milestones

## **Adjunct Faculty, Metropolitan Community College**

April 2013 - **Present**

- Modernized all applicable syllabi and integrated them into Google Documents for easy manipulation and use. Connected all class documents into a web page that could be accessed

- off site by students.
- Cleaned up and removed antiquated document structures for easy sharing between faculty.
- Utilize a variety of technologies and instructional methodologies to keep courses updated, fun and engaging.
- Spend one-on-one time mentoring students outside of class hours and on a continuing basis once their class has completed.

## **Target, Logistics Associate**

July 2007 - April 2008

- Took charge of stockroom and constantly reorganized products for better efficiency.
- Identified inefficiencies in inventory management and proposed changes to management.
- Helped customers find items and move inventory.

## **EDUCATION**

### **Metropolitan Community College, Associates, Digital Media**

2006 - 2008

My time at MCC was really encouraging to me, and the freedom I had to explore 2D, 3D and Animation helped me gain the fundamentals I use daily.

- For my final project, I proposed taking part in weekly design challenge that required one composition and exploration every 6 days.
- I've led up multiple group projects that all worked out!
- Brought in specialty hardware which allowed me to work throughout the day in the standard lab when the design lab was occupied.

## **VOLUNTEER WORK**

### **Organizer and Administrator, Omaha Game Developer Association**

2009 - Present

Over the past year, the OGDA has thrived within the stability and increased presence that I have provided. By reaching out and finding venues to meet in we have increased monthly attendance back from a low of 5 to an average of 20.

### **Organizer, Omaha Digital Artist Meetup**

2015 - Present

I took over management of the group after 3 months of it being founded and have helped grow our numbers from 10-160 with an average of 30 in attendance each month.

We meet and discuss our work, learn new techniques, share advice and network. Members also have branched out to meet more regularly in weekly field sketches and movie viewings.