

# CLAIRE RICE

## — UI ARTIST —

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## ABOUT

As a user interface artist, I value collaborating with game developers across disciplines, in order to optimize art pipeline practices while bringing high-performing games to various platforms.

## EXPERIENCE

### Artist II

Everi Holdings Inc.  
West Lake Hills, TX  
May 2017-Present

*High Rollin' Vegas Slots (HRV)*  
*Super Jackpot Slots Casino (SJS)*  
Social Games on iOS, Android, and Facebook

- Created a set of user interface element designs for HRV's art style guide, game features, and LiveOps.
- Designed and implemented Daily Missions modal and non-modal dialogs in HRV.
- Provided layout design, animation sequences, particles and art implementation for SJS's Piggy Bank feature.
- Designed LiveOps-themed loading screen transitions and created templates for both apps.
- Optimized and implemented art assets for over 15 mechanical and 6 video slots from land-based division.

*Spark Remote Game Server*

- Provided early symbol designs for the custom slot King Cash's Riches, for the client Sugar House Casino.
- Focused on porting of slots and art bug fixes.
- Built improved iteration of our responsive video slot template repository, of which is used to efficiently implement game art in the Cocos Creator game engine.
- Documented our video slot art pipeline. Highlighted cloning of repositories in GitLab, using Sourcetree, atlas creation, node tree hierarchy and the use of prefabs for our video slot layout in Cocos Creator.
- Trained art team on best practices and troubleshooting in the game engine and Sourcetree.

### 3D ARTIST INTERN

Oneiric Entertainment  
Orlando, FL  
Aug.-Dec. 2016

*Emmerholt: Prologue*  
Action Adventure Virtual Reality Experience  
Released for HTC Vive/Oculus Rift on Steam

- Designed company's branding—the company logo, business cards, and vector art for Emmerholt's logo.
- Created an environment art style guide for Emmerholt's foliage and architecture.
- Modeled and textured a foliage set, optimized with LODs (models/materials) and custom collision.
- Created modular building assets and village props for use and placement in engine by level designers.
- Modeled and placed landmarks in engine.
- Provided a seamless set of hand-painted textures for use on props, architectural assets, and the landscape's varied topography.

## SKILLS

### 2D Software

Adobe XD  
After Effects  
Illustrator  
Photoshop  
ShoeBox  
Spine Animation  
Texture Packer

### 3D Software

Maya  
Quixel  
Substance Designer  
ZBrush  
3D Coat  
3ds Max

### Version Control

GitLab  
Perforce  
Sourcetree

### Engines

CocosCreator  
Unity  
Unreal Engine 4

## EDUCATION

**M.S. Interactive Entertainment**  
Florida Interactive Entertainment Academy  
FIEA at the University of Central Florida  
Orlando, FL  
Dec. 2016

**B.F.A. in Art + Technology**  
University of Florida  
Gainesville, FL  
May 2015

## PROJECT

### 2D/3D Artist

FIEA Capstone Project: *The Channeler*  
Orlando, FL

Jan.-Aug. 2016

Puzzle Game built in Unreal Engine 4 of which showcased Tobii EyeX Technology eye-tracking

- Won "Most Innovative" & 3rd in "Best Visual Quality" awards at Intel University Games Showcase 2017.
- Designed The Channeler logo and UI art assets: the user's eye reticle, text boxes, and tutorial icons.
- Contributed shape language studies, lighting studies, and environment concept art to style guide.
- Established an environment art pipeline and modeled and textured city-building modular assets.

## AWARD

**Computer and Video Game Scholarship**  
Entertainment Software Association Foundation  
Aug. 2014

Selected as one of fifteen women minority university students in the nation to receive a scholarship towards an education in a video game-related degree.