Stephany Sally Jati

UI Designer, Game & Concept Artist
Graphic & Web Designer

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EXPERIENCE

Marketing Creative (July - October 2018) for Fawdel Inc, San Francisco, CA
- Conceptualized and created marketing arts for social media and prints to reach and engage B2B and B2C target audience.

UI Artist (June - September 2018) for Knock Knock Games, San Francisco, CA
- Designed and created UI assets for Car Merge game.

UI Artist and Illustrator (2016-2018) for Jam City Tiny Co Studio, San Francisco, CA via Cypress HCM
- Created assets, mockups, and prototypes for mini-event features on Harry Potter - HogwartsMystery.
- Created and maintained UI design for new features on Futurama Worlds of Tomorrow.
- Illustrated and created isometric game and animation assets for Family Guy - The Quest for Stuff.
- Worked closely with UI/UX Director and Engineers to design user-friendly game flow.

Illustrator, Animator, Visual Development/Concept Artist (2012 - 2013) for Duck Duck Moose, San Mateo, CA
- Illustrator on eight award-winning educational mobile apps.
- Conceptualized game characters, environments, and designed UI.
- Produced game assets and created animations.
- Designed immersive user experience.
- Designed and created promotional materials.

Production Artist (2011) **UI & Graphic Designer** (2014-2015) for Omega Mobile, San Francisco, CA
- Conceptualized and developed wireframes for apps and websites to ensure user-friendly interface for mobile and desktop. Designed and created icons and assets.
- Produced pixel-perfect comps for the developers.

2D Game Artist, UI Artist, Animator (2011 - 2012) for Fierce Wombat Games, San Jose, CA
- Conceptualized, created and animated characters, designed UI and produced assets.

Concept Artist & Graphic Designer (2009) for Lamp Pictures Production, Jakarta, Indonesia
- Designed logos, websites, and company profiles.

Web & Graphic Designer (2005 – 2006) for Purdue Alumni Association, West Lafayette, IN
- Managed websites and database, created animation for promo materials.

EDUCATION

MFA in 2D Animation Visual Development (2010) from Academy of Art University, San Francisco, CA
BS in Computer Graphics Technology (2006) from Purdue University, West Lafayette, IN