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#### SUMMARY:

- Very experienced in Adobe Photoshop, illustrator and flash.
- Working knowledge of 3D studio Max
- Proficient in html/xml and CSS with a working knowledge of Javascript.
- Strong traditional art skills
- Strong communication skills
- Ability to learn new programs and skills quickly
- Strong UI design and UX design skills ranging from conceptual wire frames and mockups to a completed product
- Can adapt to changes in direction quickly and effectively.

#### EDUCATION:

Computer Master Training Center 1998-1999

Victoria College of Art 1995 - 1996

#### EXPERIENCE:

September 2013 – January 2015: Art Director at Tiny Mob Games: I was the Art Director at a start up mobile game studio. I was responsible for creating and directing the over all look and feel of the game. I also oversee the UX and UI design (I do a lot of hands on work with wireframes and designing the UI look and feel as well). I managed art and UI outsourcing vendors as well as internal scheduling.

July 2014 – January 2015: UX designer at One More Story Games: Worked on a contract designing their games user experience and flows.

February 2014 – March 2014: UX lead at KIXEYE: I did a casual 1 month contract to polish up the navigation and first time user experiences for their platform. I acted as a lead working directly with directors to prototype various flows.

August 2013 – September 2013: UX lead at KIXEYE: I did a 1 month long contract to design the UX of their game platform. I created UX flows, UI designs and led the studio as a UX lead designer.

2007-2013 Lead Artist at Zynga (working remotely): I've most recently directed artists in creating cute and lovable assets for FarmVille ranging from sketches to completed animated assets.

- 2007-2008 : I was the only artist in the company at this time and did everything art related: UI/UX design, user flows, graphics, art, animation and branding (I designed the Zynga logo)
- 2008-2010 : Worked on many shipped titles such as Scramble, Word Twist, Path Words, Poker, Battleship, Risk, and FarmVille. I did all the UI/UX and art for most of these games with the exception of FarmVille
- 2010-2013 : I worked solely on FarmVille as Art Lead and associate Art Director for a time. I shipped many expansions, leading the art, look and feel from planning to completion stages. I won the company innovation award in 2011 for my direction on the successful expansion "Lighthouse Cove" doing both art direction and hands on art and animation for the project. I also had a major role in developing the out sourcing pipeline that FarmVille now uses exclusively for asset creation.

2004 - 2007 Lead Artist at Falcon Software. Directed and designed user interfaces for web sites and online catalogs for sites ranging from wire and cable sites to cruise lines.

2003 - 2004 Concept Artist for Iron Clad Games (remotely). I did the creature and technical ship designs for the game "Sins of a Solar Empire"

1999 - 2003 UI designer at Falcon Software. Designing user interfaces for web sites and online catalogs for sites ranging from wire and cable sites to cruise lines.

#### REFERENCES:

Perizieh Khokhar - Sr Producer at Zynga : [perizieh@gmail.com](mailto:perizieh@gmail.com)

Craig Wioda - Art Director at Zynga : [craigwioda@yahoo.com](mailto:craigwioda@yahoo.com)

Alan Freemantle - Lead Designer at Jetpack Interactive : [afreemantle@gmail.com](mailto:afreemantle@gmail.com)

Jason Harrison-Edge – Creative Director at Falcon Software: [jedge2000@shaw.ca](mailto:jedge2000@shaw.ca)

Mark Skaggs – SVP at Zynga Inc: [mkskaggs@zynga.com](mailto:mkskaggs@zynga.com)

Blair Legget – CEO at One More Story Games: [blair@onemorestorygames.com](mailto:blair@onemorestorygames.com)