



Mike Ackerman

Art Direction // Concept & UI

PROFILE

Visual Artist with
11 Years of experience
in the game industry

CONTACT

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Currently in:
Seattle, Washington

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SKILLS

Art Production & Visual Development
Presentation
Preproduction
Cross Disciplinary Communication
Remote Work
Self Management
UI Art

WORK EXPERIENCE

UI ARTIST @ NINTENDO (NST)

APRIL 2023 - Oct 2023

Produced art assets for F-Zero 99 that support the F-ZERO brand. Created concepts, mockups, and prototypes for UI art. Worked directly with project leads to help visualize and develop game designs. Supported the growth of new or enhanced art development tools and techniques, and created clear and actionable workflow documentation.

ART DIRECTOR @ ROLE, INC.

January 2022 - November 2022

Directed and produced art assets for game products, marketing materials, and the Role Platform. Pitched and drove game and production initiatives. Game projects include CHROME and Cabin in the Glade. Produced style guides, mood boards, and assignment briefs to communicate style. Responsible for theming game rooms to represent partner brands and products. Investigated and used emerging technologies to aid art production.

UI ARTIST @ SUCKER PUNCH PRODUCTIONS

October 2020 - October 2021

Developed the Kamon inspired gear and trophy icons found throughout Ghost of Tsushima, Ghost of Tsushima: Director's Cut, and Ghost of Tsushima: Legends. Worked closely with UI lead to produce UI and icons for navigation and activities found in Ghost of Tsushima: Director's Cut. Implemented icons using Sucker Punch proprietary tools, and worked with UI Engineers when needed. Created graphics for Studio events and items.

PRODUCTION ARTIST @ SUCKER PUNCH PRODUCTIONS

March 2018 - October 2020

Hybrid position mitigating marketing work for the Art Director, supporting the concept and UI teams during production of Ghost of Tsushima. Worked closely with the Art Director and Lead Concept artist to design and deliver assets for the Collector's Edition, Art Of Ghost Of Tsushima (Art book), Marketing Style Guide, etc. Produced prop concepts, weapon concepts, UI assets, and supplied historically accurate references to the concept Team.

ART DIRECTOR - FREELANCE @ THE SOAP COLLECTIVE

January 2017 - October 2018

Responsible for visual direction of Beyond Tokyo, a VR app built for All Nippon Airways. Produced style guide, concept designs, mood paintings, 2D assets, and collected reference in Japan. Participated in client meetings communicating art processes to the client, provided feedback assisted management of the 3D art team.

ILLUSTRATOR/CONCEPT ARTIST - FREELANCE @ ABRAKAM

November 2013 - May 2016

Created Illustration and concept art for the strategy card game Faeria. Worked closely with the Art director to support the game's style and image read at small sizes. Illustrations are still used in marketing materials to promote the game.

EDUCATION

GAME ART & ANIMATION @ CHAMPLAIN COLLEGE

August 2006 - May 2010

4 Year program dedicated to game art production, collaboration and communication.