

Mike Ackerman

UI / Concept Artist

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Summary

Professional Artist with 12 years in the game industry, including over 4 year as a UI Artist. Combining a strong understanding of art and design fundamentals I've helped elevate the UI art for projects like Ghost of Tsushima, F-Zero 99 and Forza Motorsport. I'm a collaborative team member and communicator, open to feedback, and adept at documenting art processes for artists and other disciplines alike.

Experience

UI Artist

Turn 10 Studios, Microsoft

Apr 2024 - Current

- Produce live art updates for Forza Motorsport and uphold the brand's flagship quality bar.
- Create concepts and mockups for UI art.
- Work directly with project leads to help visualize and develop UI designs.

UI & Concept Artist

Nintendo (NST)

Apr 2023 - Oct 2023 (7 months)

- Produced art assets for F-Zero 99 that support the F-ZERO brand.
- Produced art assets for Mario vs. Donkey Kong that support the 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.

Jan 2022 - Nov 2022 (11 months)

- Directed and produced art assets for game products, marketing materials, and the Role Platform to increase player engagement.
- Art Directed two internal game products: CHROME and Cabin in the Glade. Led the development of Cabin in the Glade, the most claimed supplement on playrole.com.
- Pitched game projects to inspire the team and build toward original IP.
- Drove product initiatives that resulted in a smooth bi-weekly release schedule.

- Produced style guides, mood boards, and assignment briefs to communicate style to internal teams and external resources.
- Responsible for theming game rooms to represent partner brands and products.

User Interface Artist

Sucker Punch Productions

Oct 2020 - Oct 2021 (1 year 1 month)

- Developed a visual style for many of the icons in the game to merge the samurai fantasy with the game's minimalist UI.
- Created over 200 Kamon-inspired gear and trophy icons found throughout Ghost of Tsushima, Ghost of Tsushima: Director's Cut, and Ghost of Tsushima: Legends.
- Produced UI and icons for navigation and activities found in Ghost of Tsushima: Director's Cut.
- Implemented icons using Sucker Punch proprietary tools, and collaborated with UI Engineers.
- Created graphics for Studio events and items, including apparel, coasters, and other swag.

Production Artist (Concept)

Sucker Punch Productions

Mar 2018 - Oct 2020 (2 years 8 months)

- 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, and other major marketing projects.
- Produced prop concepts, weapon concepts and UI assets.
- Supplied deep and historically accurate references to the various Sucker Punch art teams to aid authenticity in the game's visuals.
- Created graphics for Studio events and items, including apparel, coasters, and other swag.

Freelance Concept Artist / Art Director

Freelance (Self employed)

Mar 2012- Jan 2022 (9 years 11 months)

- Provided visual direction, concept art, marketing assets, and in-game graphics for game and VR products.
- Projects Include Assassin's Creed, For Honor, Far Cry, Faeria, Beyond Tokyo, Atlas, Full Throttle Remastered, Role Classic, Beyond Tokyo.
- Created inspiring and original visual designs, thumbnails, sketches, model sheets, and production concept work within deadlines.
- Quickly iterated concepts given input from the Art Director.
- Participated in client meetings, communicated art processes to the client, and provided feedback to the 3D art team.

Education

Champlain College

Electronic Game and Interactive Development: Art & Animation, Digital Arts
2006 - 2010

4 year 3D game art & animation program.

Skills

UI Art • UI Mockups • Concept Art • Adobe Photoshop • Documentation • Proprietary Tools