

# TONY LEE

SENIOR UI/GRAPHIC DESIGNER

Vancouver, Canada

I am a designer who is always keen to bring function, style, humour and spirit to my projects. My credits include over thirty video games over several decades. I recently designed a luxury print magazine from cover to cover. Off the clock, I design fun projects in music. Despite this, I am incredibly humble. I hope to be a key contributor to a successful, high performing, creative team.

I am handy with: Photoshop, Illustrator, InDesign, After Effects, XD, some Unity, FontLab, pencil.

[itstonylee@telus.net](mailto:itstonylee@telus.net)

604-872-7335 home

778-871-9287 mobile

## Experience

Senior Artist

### Relic Entertainment

Worked on the User Interface for the recently released Company Of Heroes 3. Designed screens, icons, logos, HUD, store items, motion demos. Was a helpful, supportive, adaptable, reliable and positive team member.

Vancouver, BC

Oct 2019 - May 2023

UI Artist

### Truly Social Games

UI Design on published mobile titles Gold Mania!, Draw A Stickman AR, and Planet Gold Rush. Duties included logo and icon design, screen design from wireframes, palette creation, type design, mobile prototypes, motion demos, and screen construction in Unity.

Vancouver

Sep 2018 - Sep 2019

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Staff Interface Designer (contract)

Burnaby, BC  
Jan 2018 - Present

## Electronic Arts Canada

Worked on NHL 16/17/19, Hockey Ultimate Team and UFC2 interface design teams. Various contracts over recent years.

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Creative Director

Vancouver  
Jan 2017 - Sep 2017

## HLM magazine/Mann Media Inc.

Created editorial design for a bi-monthly luxury lifestyle magazine publishing in four markets in Western Canada. Designed in-house ads and prepared magazine for the printer.

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Senior UI Artist

Vancouver, BC  
Oct 2014 - Apr 2015

## Fathom Interactive

Created, modified, and designed UI art for Fathom/Rovio Stars mobile game Sky Punks. Leading a powerhouse two person UI team!

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Interface Designer (contract)

Apr 2014 - Aug 2014

## Big Park/Microsoft

Worked on the production and design of the NFL Xbox One tv app for the 2014-15 football season.

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UI Artist

Vancouver, BC  
Aug 2013 - Feb 2014

## DeNA

Designed interfaces and artwork for mobile games in the puzzle, sports, combat categories including World Of Thingies.

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Staff Interface Designer

Burnaby, BC  
Jan 2011 - Apr 2013

## Electronic Arts Canada

UI Lead on free to play title Need For Speed World.

Lead Interface Designer on two handheld FIFA soccer titles.  
Working with Art Director on a team of four Interface Designers.

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UI Artist

Vancouver area  
May 2013 - Jul 2013

## Finger Food Studios

Worked on Apps for iOS, Android and Windows 8 phones and tablets.

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Senior UI Artist (contract)

Vancouver, BC  
Jul 2010 - Jan 2011

## Relic Entertainment

Created user interface art for "Company of Heroes Online" on a two person UI team. Designing screens in Photoshop and animating/assembling them in Flash. Designed a series of Steam icons on "Dawn Of War II - Retribution."

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Associate Interface Designer (contract)

Burnaby, BC  
Feb 2010 - Jul 2010

## Electronic Arts Canada

Maintained and designed user interface for EA Sports Active 2 (Wii).

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Associate Interface Designer

Burnaby, BC  
Jun 1997 - Nov 2009

## Electronic Arts Canada

Designed user interfaces and created art assets on 17 projects for EA, including games in the FIFA, Need For Speed, SSX and EA Sports Active franchises.

Worked well with producers and art directors.  
Mentored more junior designers.  
Estimated schedules and kept tight deadlines.

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Graphic Designer

Vancouver, BC  
Jan 1995 - Nov 1995

## Radical Entertainment

Designed interface features on the Radical title "The Divide."

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Computer Graphic Artist

Burnaby, BC  
Aug 1991 - Dec 1994

## Electronic Arts Canada

Created art, interfaces and animation for titles including John Madden Football '93, NBA Live 95, Coach K College Basketball and the immortal Skitchin'.

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Computer Graphic Artist

Burnaby, BC  
Sep 1985 - Jul 1991

## Distinctive Software, Inc.

Created general art and animation for titles including Test Drive I and II, Grand Prix Circuit, Outrun, Accolade Comics and Hardball. Drew steering wheels without a circle draw function.

New section

## Selected Credits

Company Of Heroes 3, Gold Mania, NHL 16, UFC 2, Sky Punks, World Of Thingies, NFL for Xbox One TV app, Need For Speed World, FIFA Ultimate Team, FIFA Soccer for DS and PS Vita, Dawn Of War II: Retribution, Company Of Heroes Online, EA Sports Active and Active 2, Facebreaker KO Party, EA Playground, FIFA 2007, Need For Speed Underground: Rivals, SSX3, Sled Storm - 2002, FIFA Soccer – World Championship, Triple Play 98, Coach K College Basketball, NBA Live 95, Skitchin' , John Madden Football '93, Bill Elliott's NASCAR Challenge, Test Drive, Accolade Comics.

## Education

Visual Communications

## Art Institute Of Seattle

Seattle, WA USA  
Sep 1983 - Aug 1985

Excelled in both Graphic Design and Illustration. Used Apple IIe computers.

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