



JASMINE WOO

**graphic designer**

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Logos, UI Design  
& Illustration

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## Work History

### iPro Games

**Feb 2015 - Present** (*Designer / Production Artist*)

A social games/fantasy app. Worked with head of game design to develop UI layouts and assets for developers to implement.

Iconography  
Asset production  
UI/UX

### Microsoft Studios

Central Media via Aquent and FILTER

**Apr 2009 - Nov 2013** (*Designer / Production Artist*)

Collaborated with artists and designers of wide-ranging specialities on a multitude projects for the Xbox platform. Worked directly with art directors and producers to fulfill a variety of requests on multiple deadlines.

Logo design  
Iconography  
Asset production  
Illustration  
UI/UX  
Video encoding

### IF/THEN

**Feb 2007 - May 2007** (*Intern*)

**Aug 2007 - Apr 2009** (*Designer*)

Worked within a small group concepting and implementing unique user experiences for the web and other interactive platforms.

Web design  
Basic web development  
Logo design  
Branding  
Print design (brochures, catalog)

### Modern Dog

**Jul - Aug, 2006** (*Intern*)

CD packaging design  
Poster design  
Illustration

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## Education

### Cornish College of the Arts

**2004 - 2007**

BFA in Graphic Design

Honors: Magna Cum Laude

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## Skill Set

Proficient on Mac & PC  
Adobe Creative Suite  
After Effects (basic)  
Flash (basic)  
HTML  
XML  
CSS

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## Noted

*Kinect Star Wars*

Xbox Kinect

**2012**

Iconography/UI artist

*Sasquatch! Music Festival*

**2007-2013**

Poster design, various artists

*Modern Dog: 20 Years of Poster Design  
(Not Canine Related)*

Monograph, USA

**2008**

*Black Diamond*

Poster design

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## Contact

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Kent, WA 98031



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Logo

## Age of Empires Nobles

*Unreleased.* Internal logo for a proof-of-concept Age of Empires tablet game presentation

*Photoshop, Illustrator*



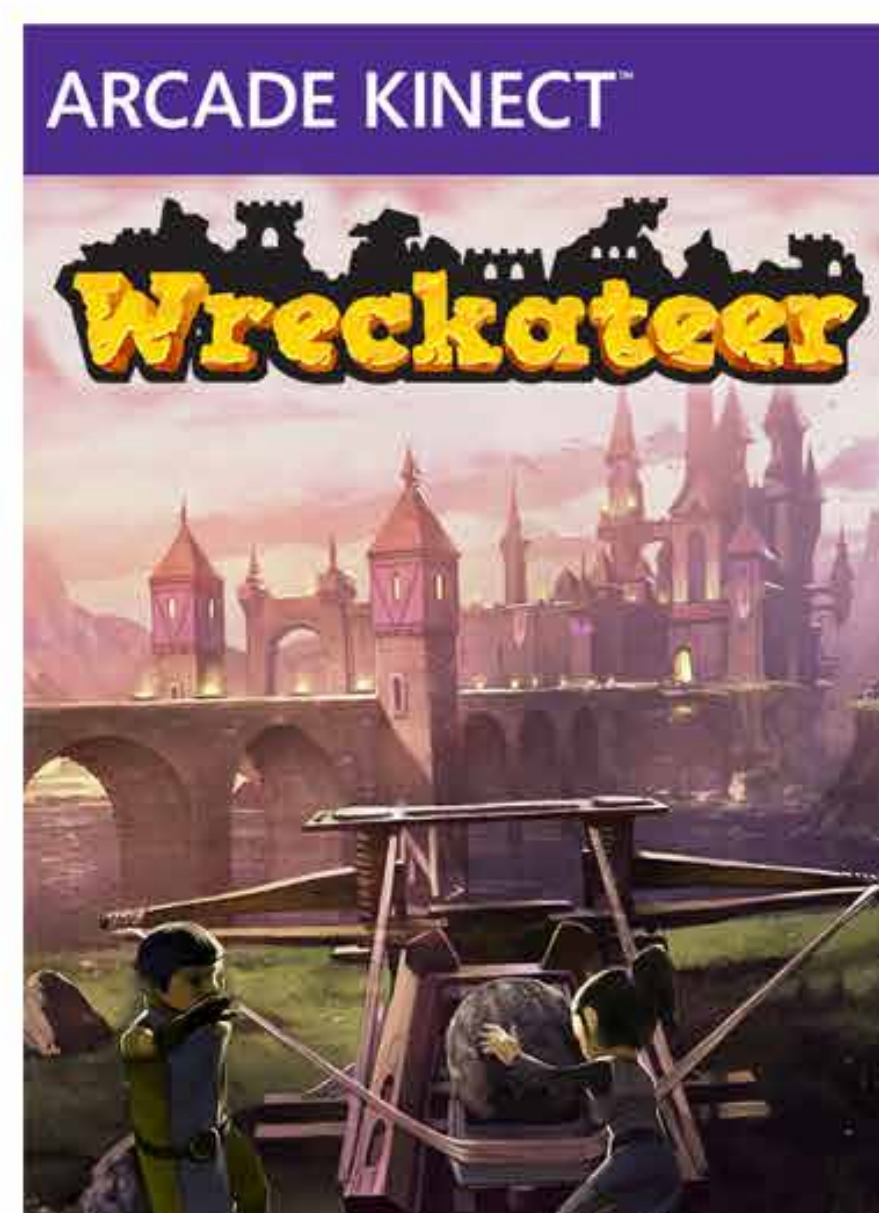
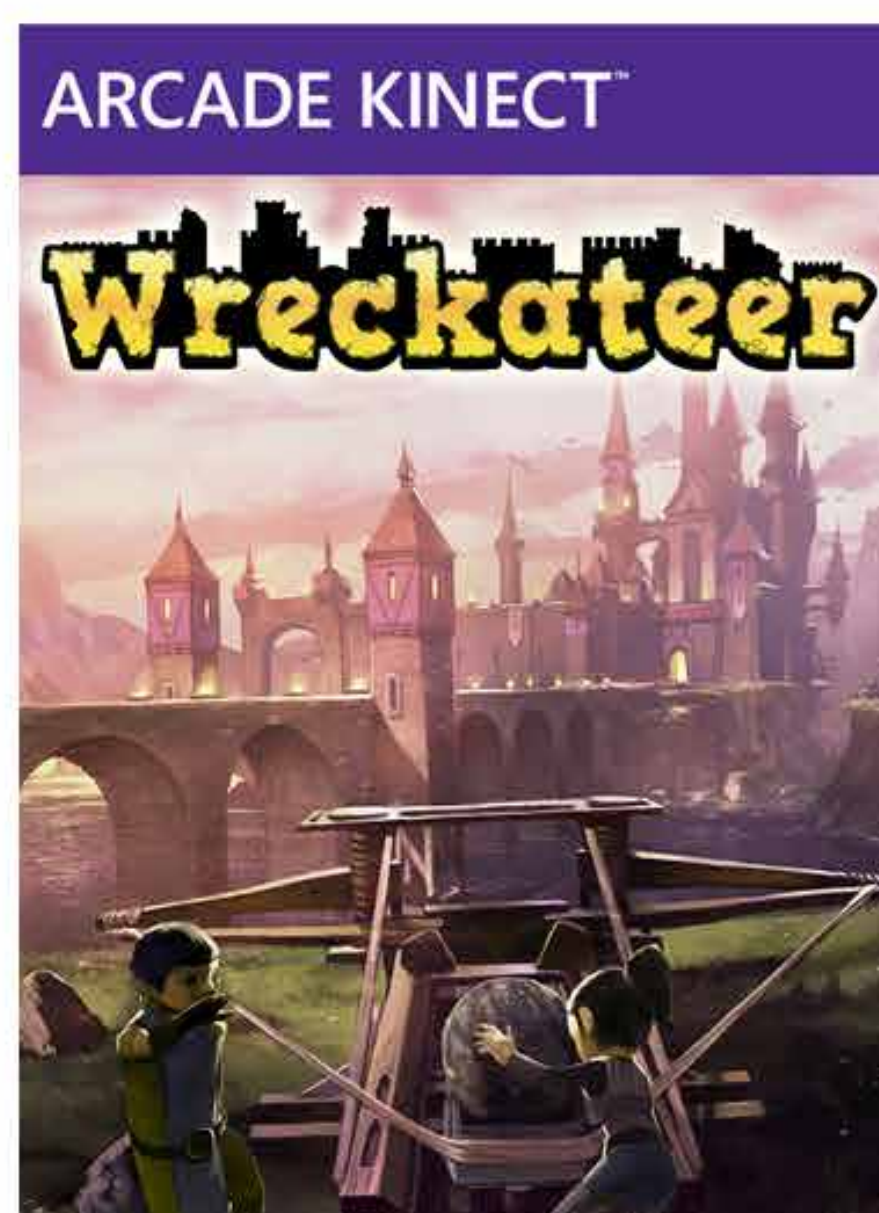
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Logo

**Wreckateer**

Re-worked logo for XBLA title, *Wreckateer*.

*Photoshop, Illustrator*



Old/New comparison



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Logo

## Crimson Dragon

Logo for XBLA title *Crimson Dragon* on Xbox.

*Photoshop, Illustrator*



UI

## Ascend: New Gods (Smart Glass)

Screen layouts for the Xbox Smart Glass companion application to *Ascend: New Gods*, where players are able to view additional information on their phone or tablet while playing the game on their Xbox. Concepts mocked up.

(1/2)

Photoshop





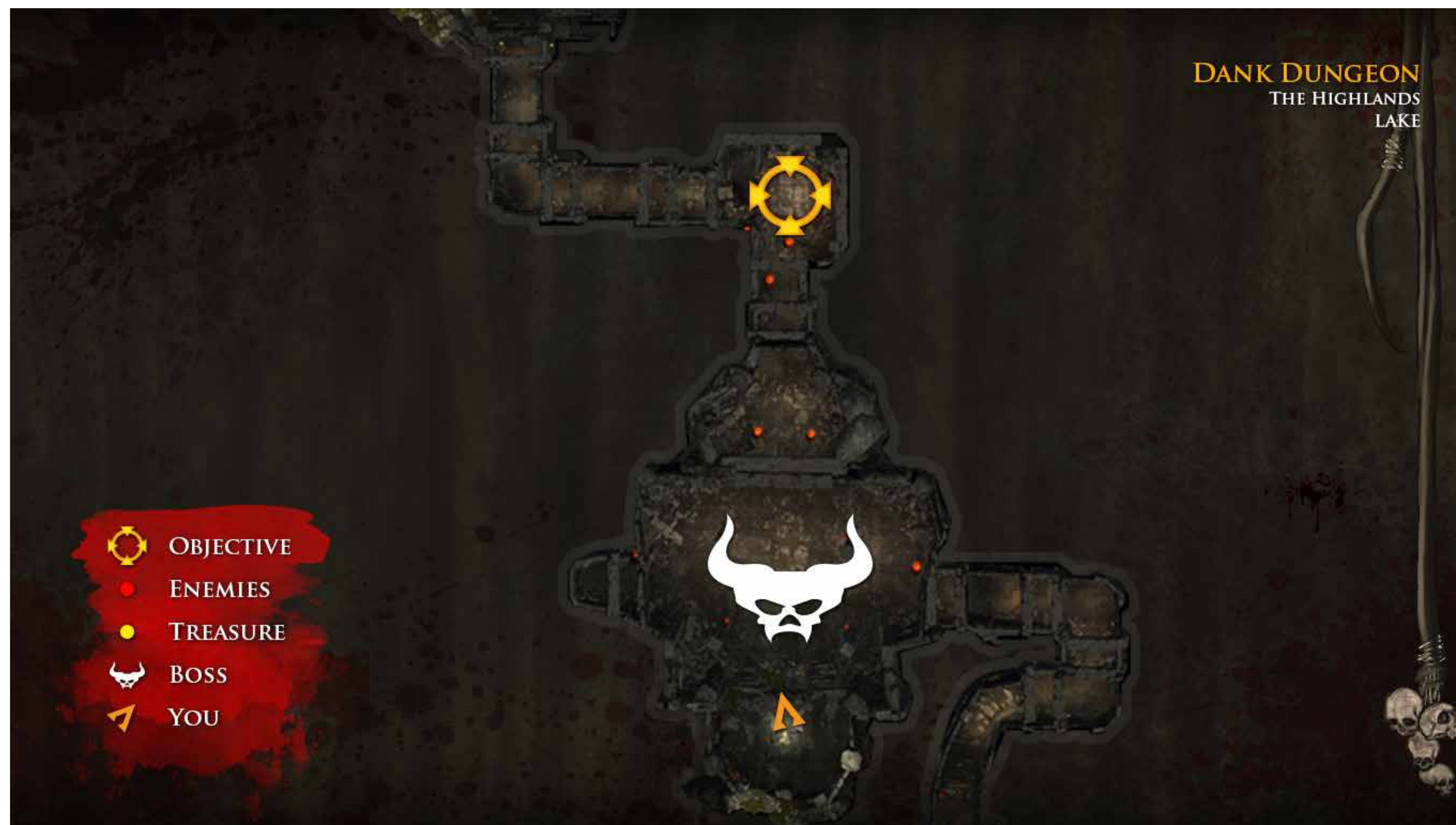
UI

## Ascend: New Gods (Smart Glass)

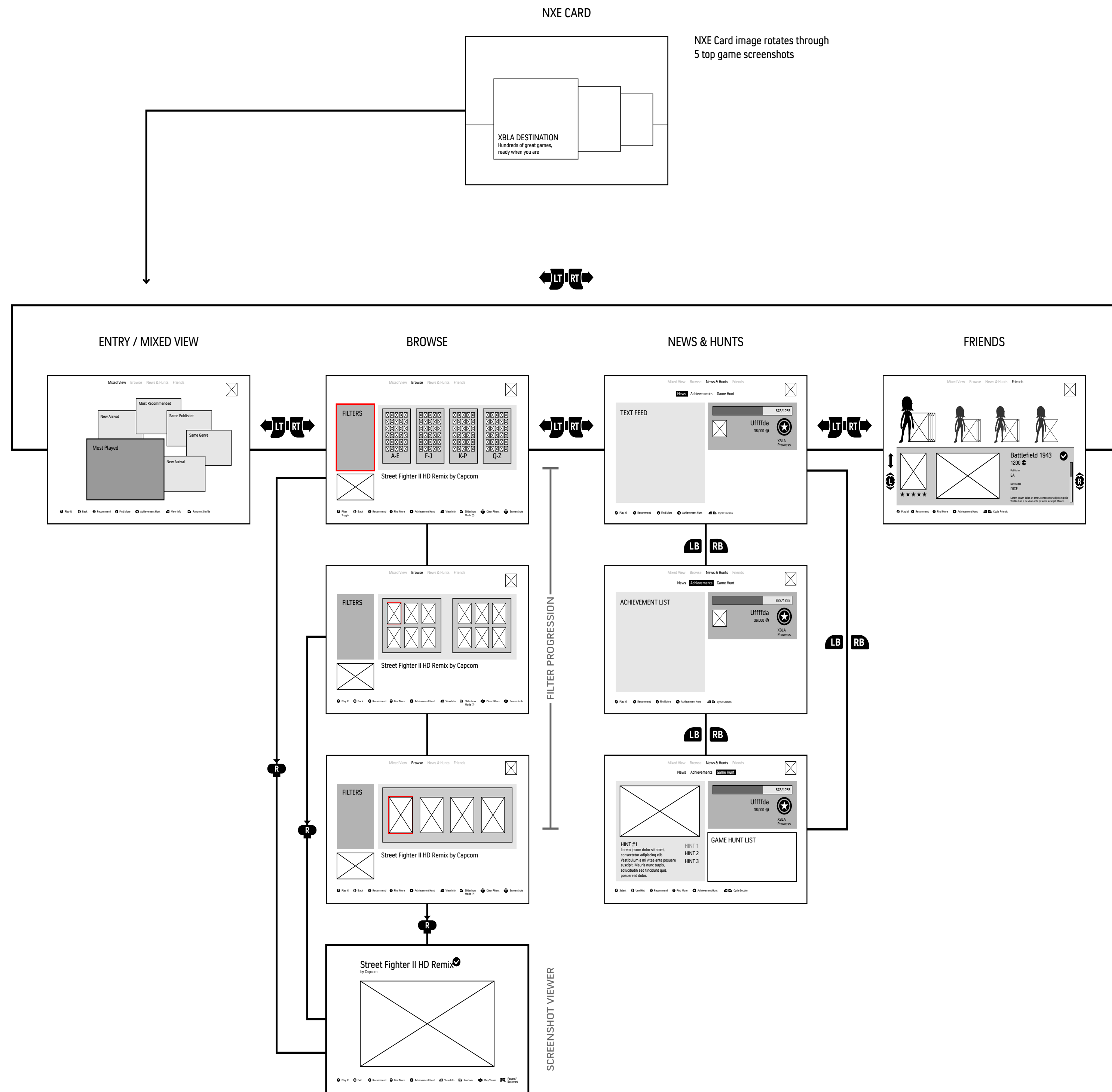
Screen layouts for the Xbox Smart Glass companion application to *Ascend: New Gods*, where players are able to view additional information on their phone or tablet while playing the game on their Xbox. Concepts mocked up.

(2/2)

Photoshop



XBLA Destination UI Flow



UI

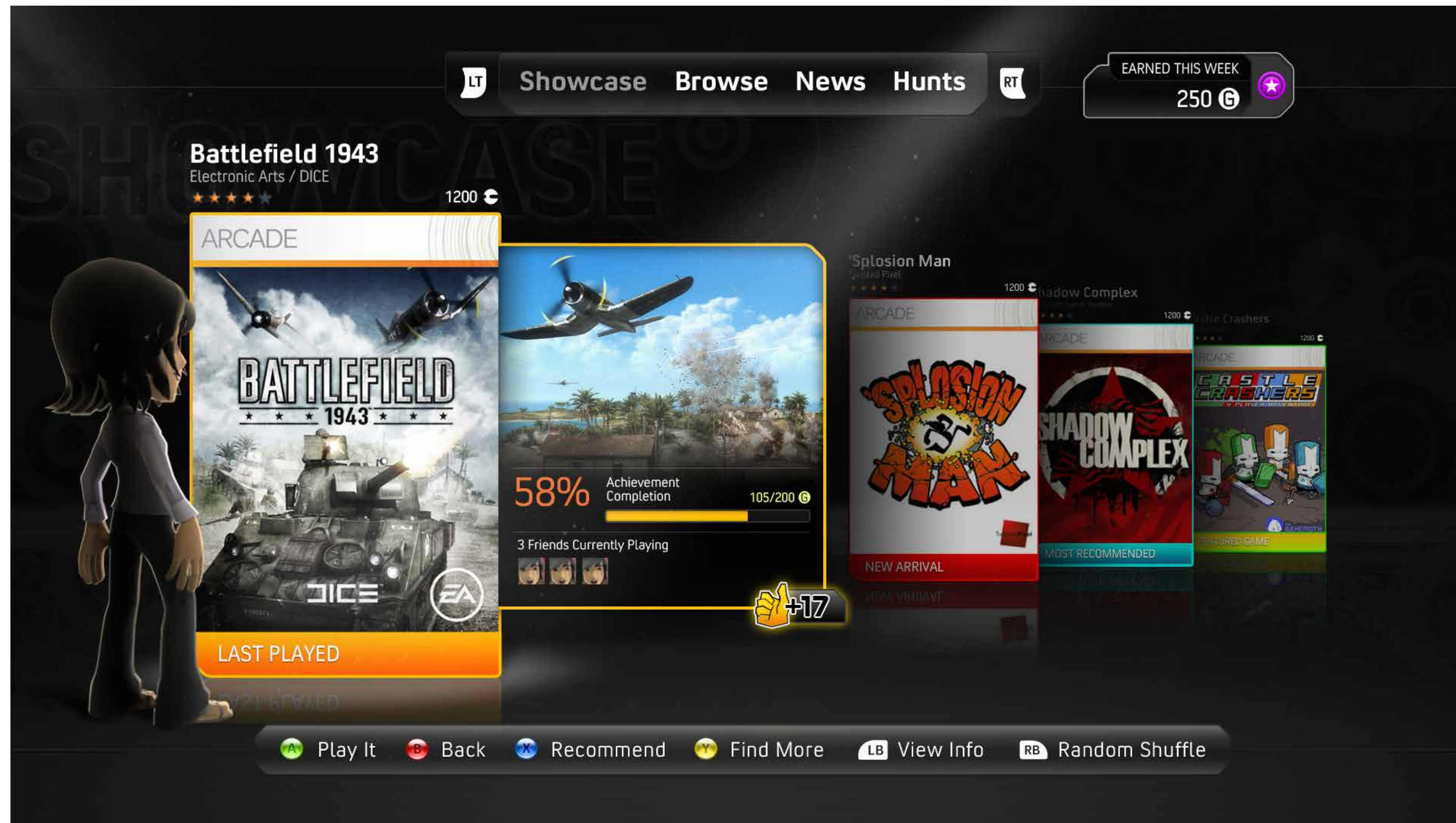
# Destination

Concept for an updated XBLA title browsing layout. The focus was to promote social competition and interaction with friends over Xbox Live.

(1/2)

Illustrator, Photoshop





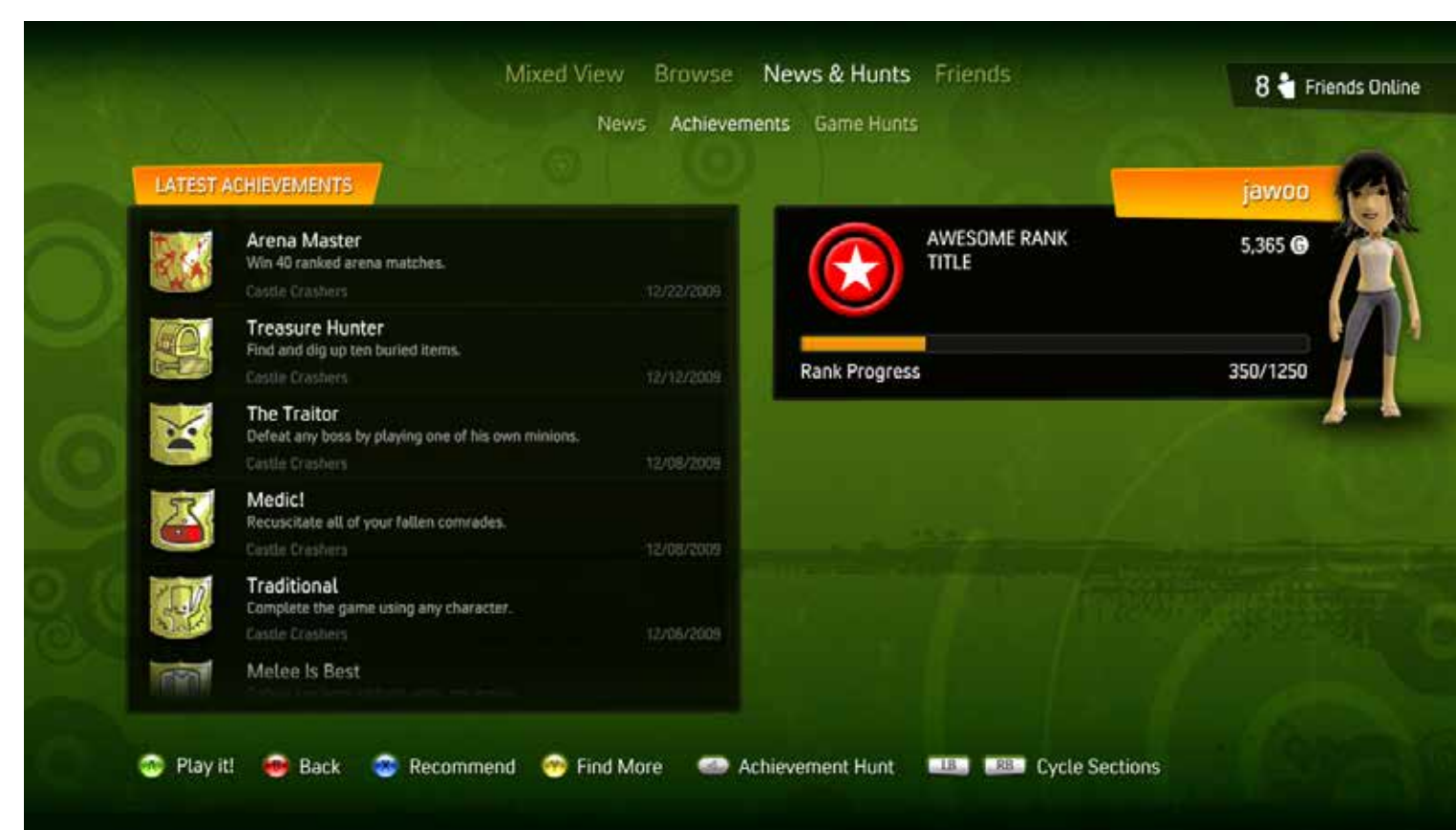
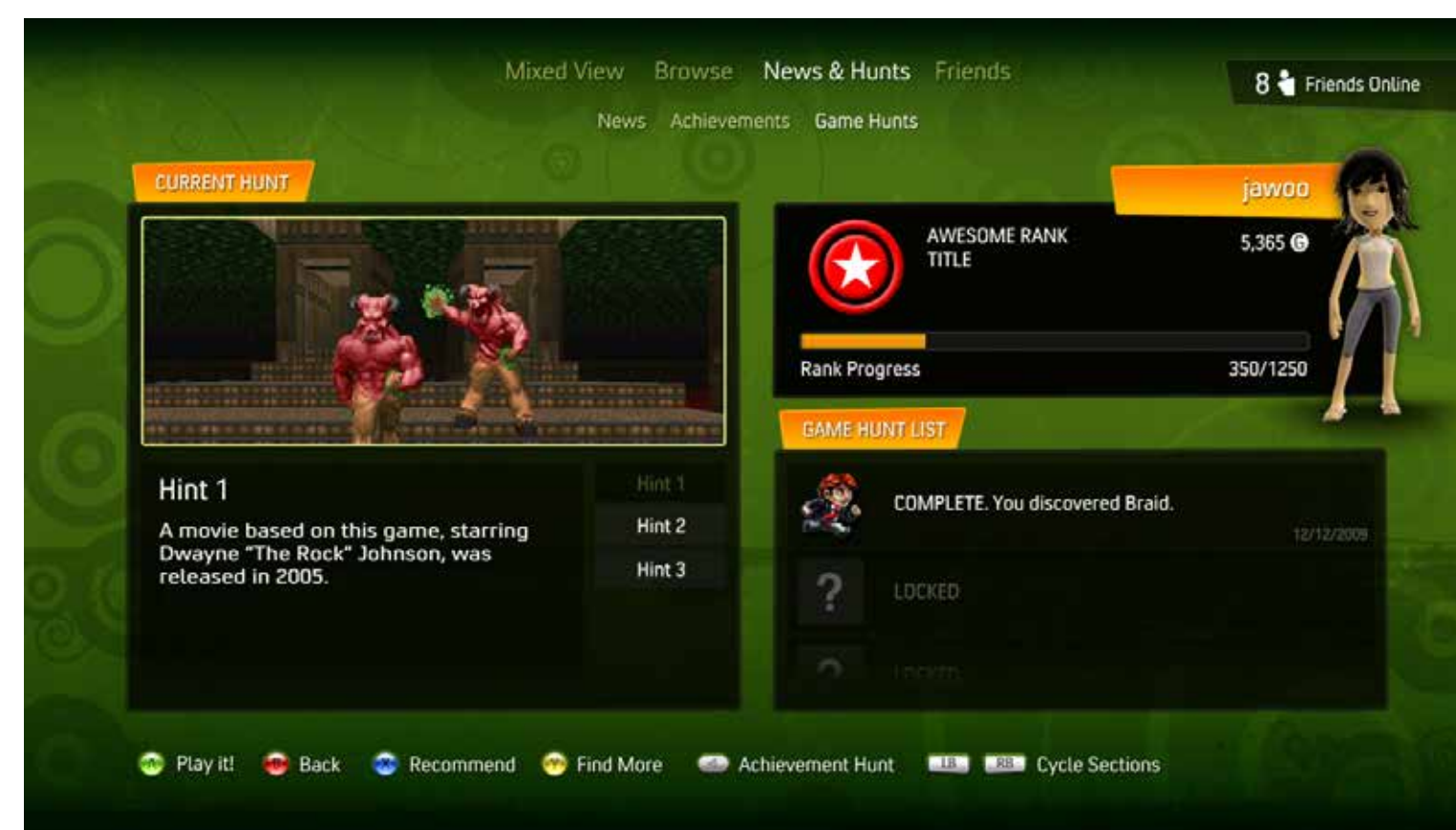
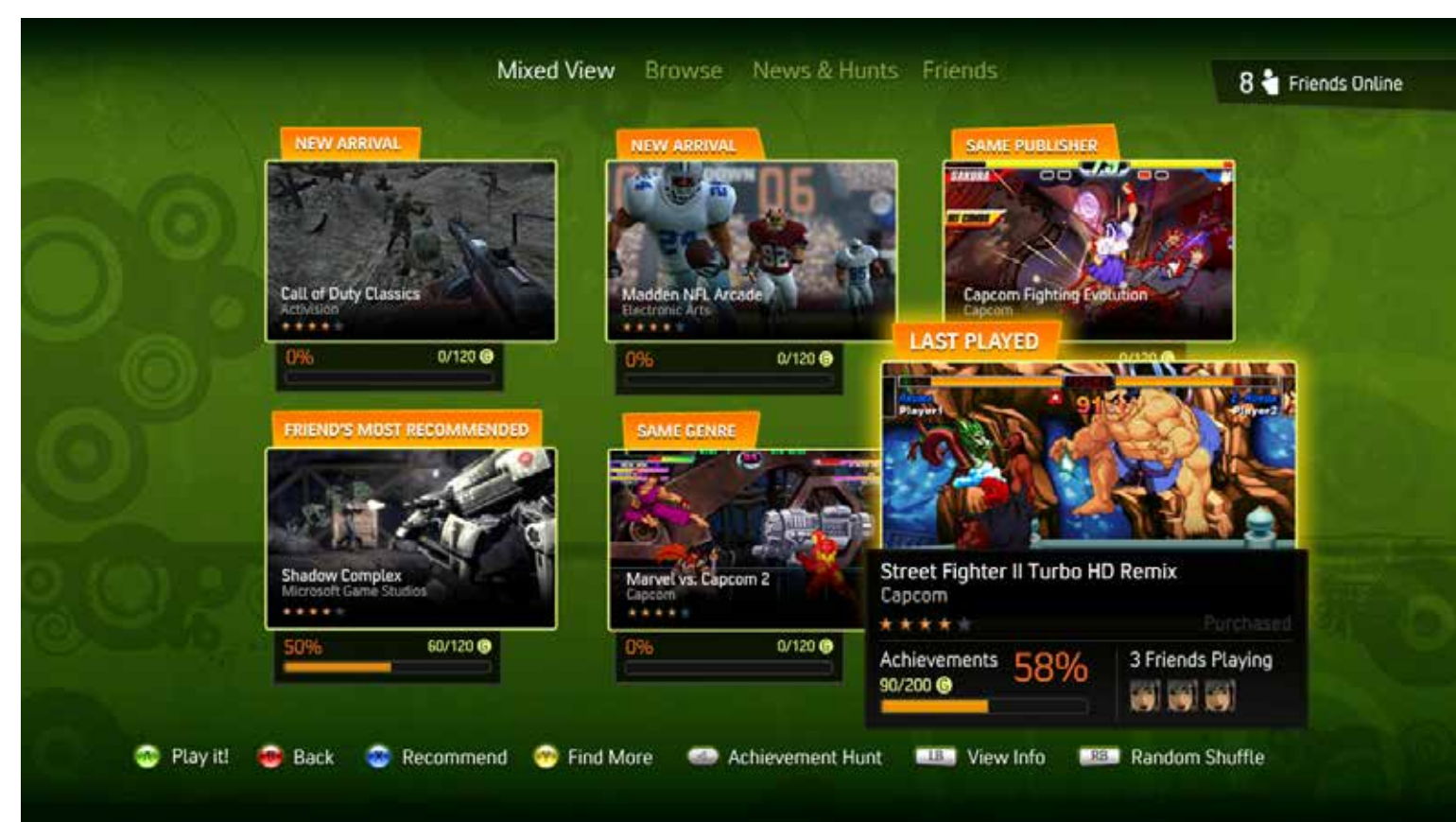
UI

## Destination

Concept for an updated XBLA title browsing layout. The focus was to promote social competition and interaction with friends over Xbox Live.

(2/2)

Illustrator, Photoshop





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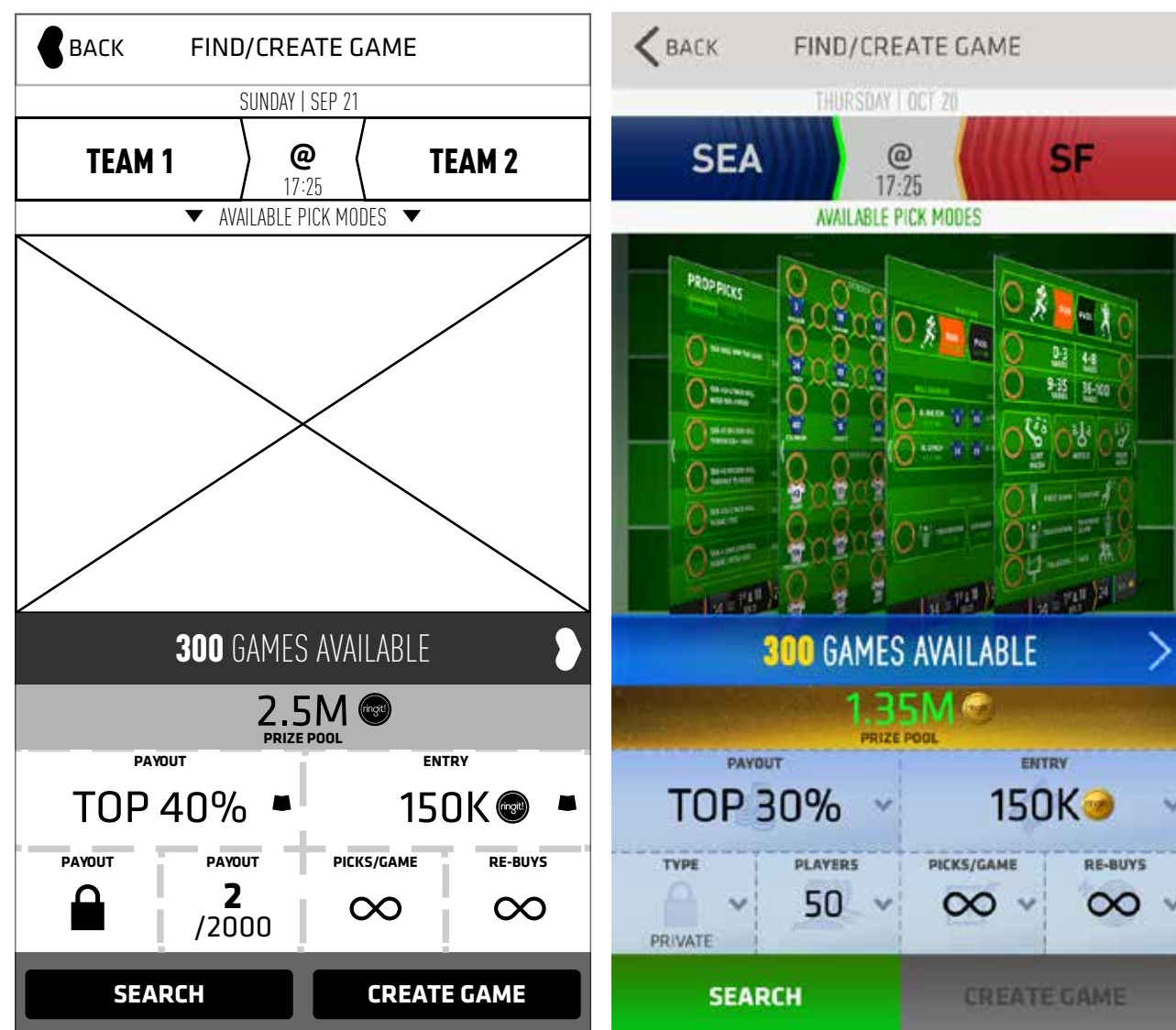
UI

## ringit!

Wireframing and screen mock ups for a fantasy sport gaming product on the mobile platform.

(1/2)

*Illustrator, Photoshop*



NFL Game Type Search



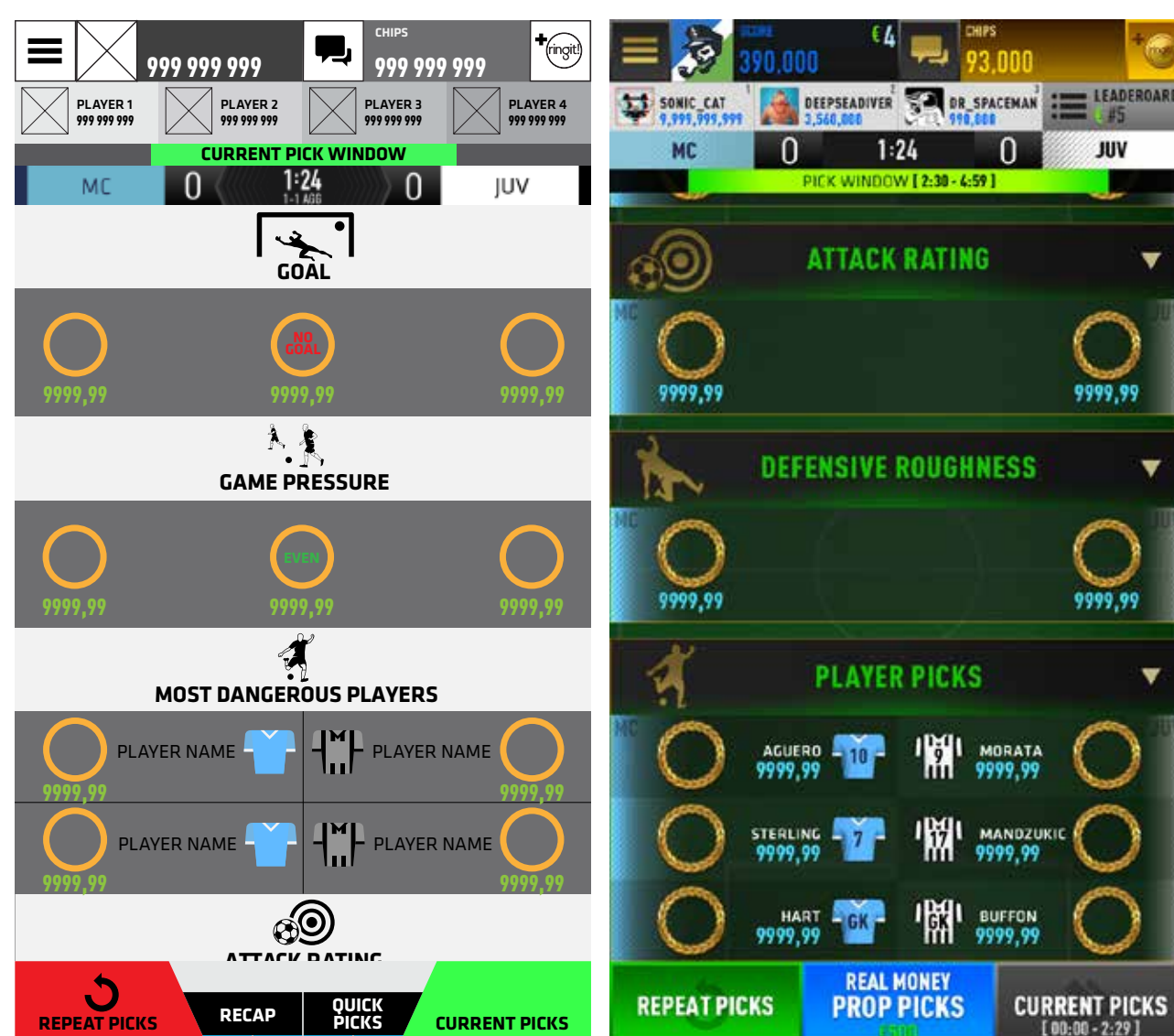
Play-by-play pick screen wireframe and mock-up (NFL)

UI  
ringit!

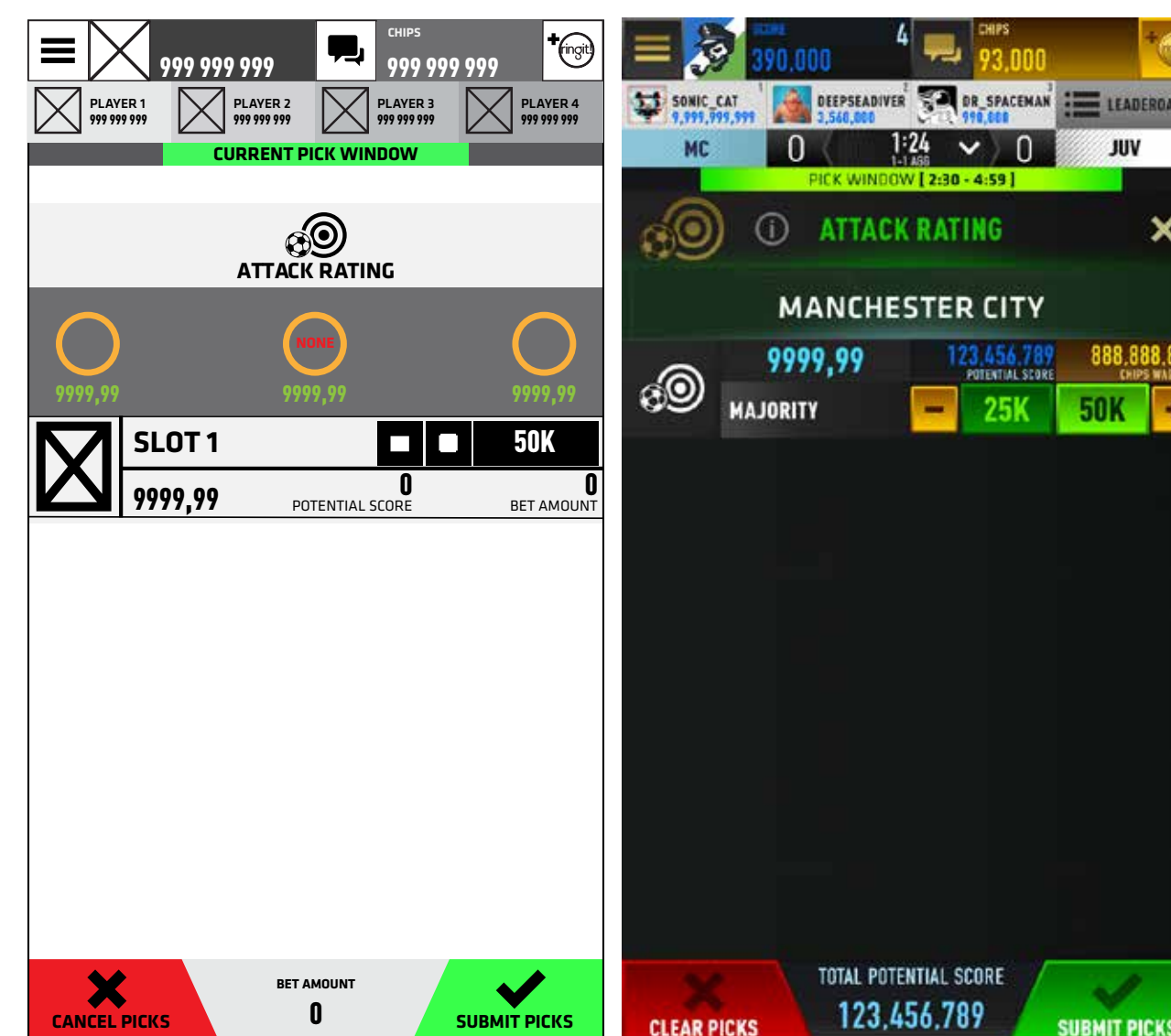
Wireframing and screen mock ups for a fantasy sport gaming product on the mobile platform.

(2/2)

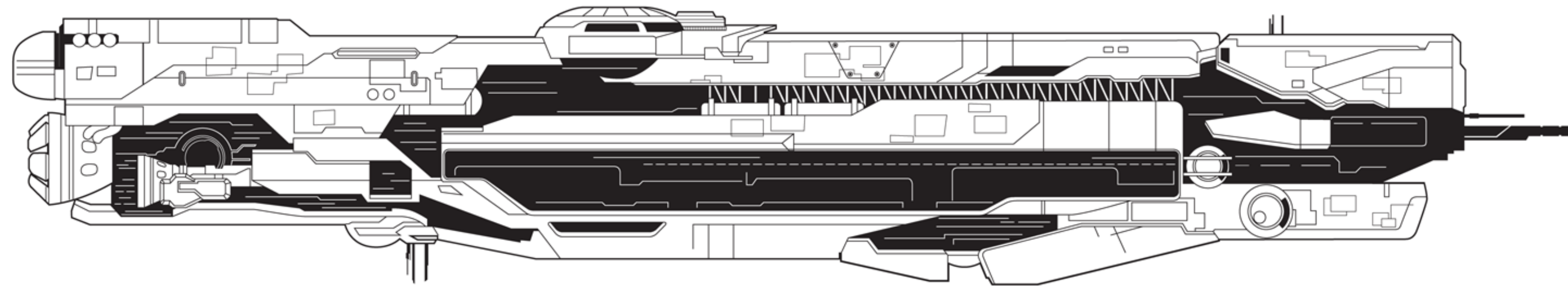
Illustrator, Photoshop



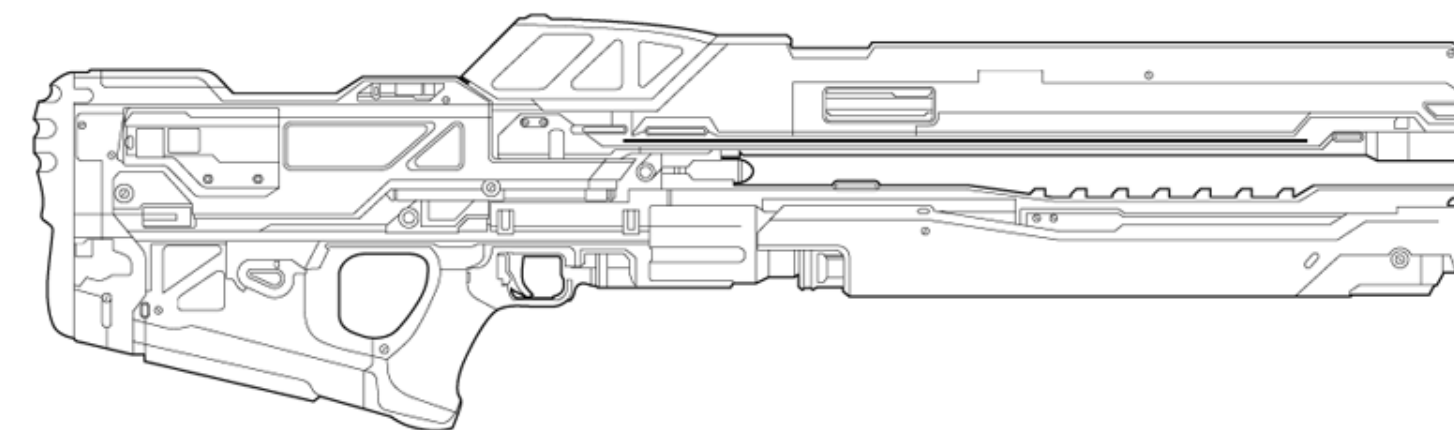
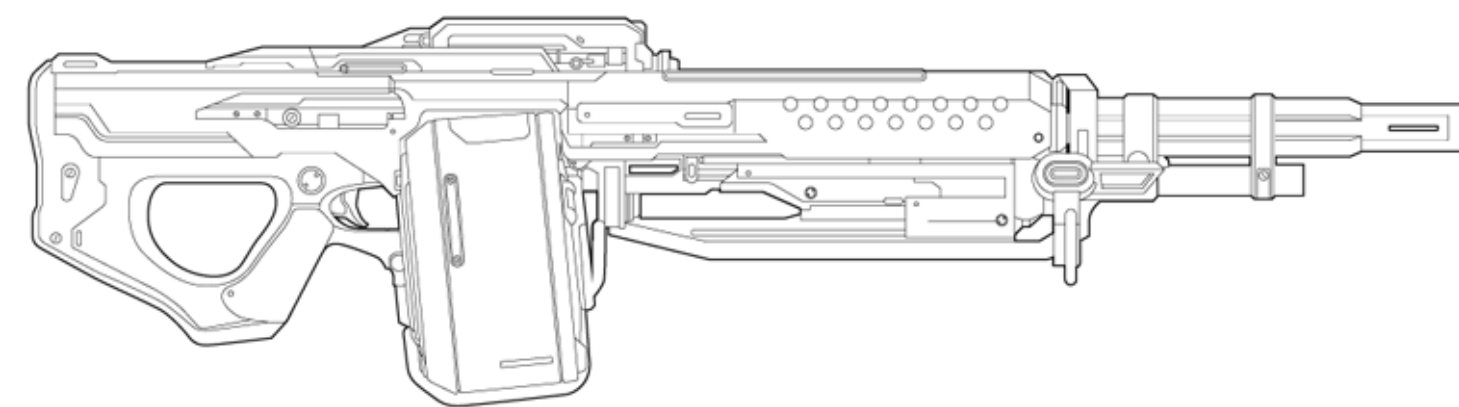
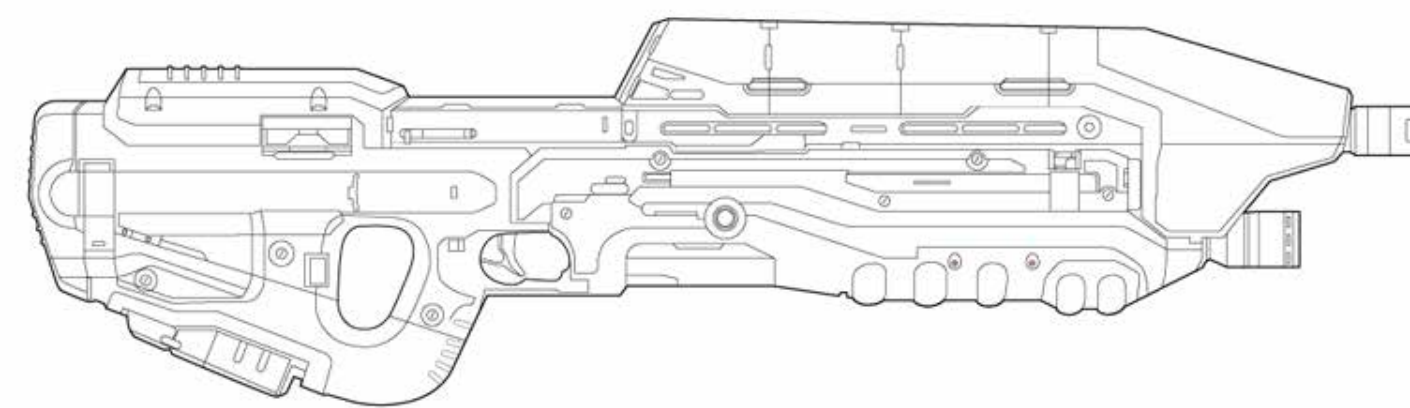
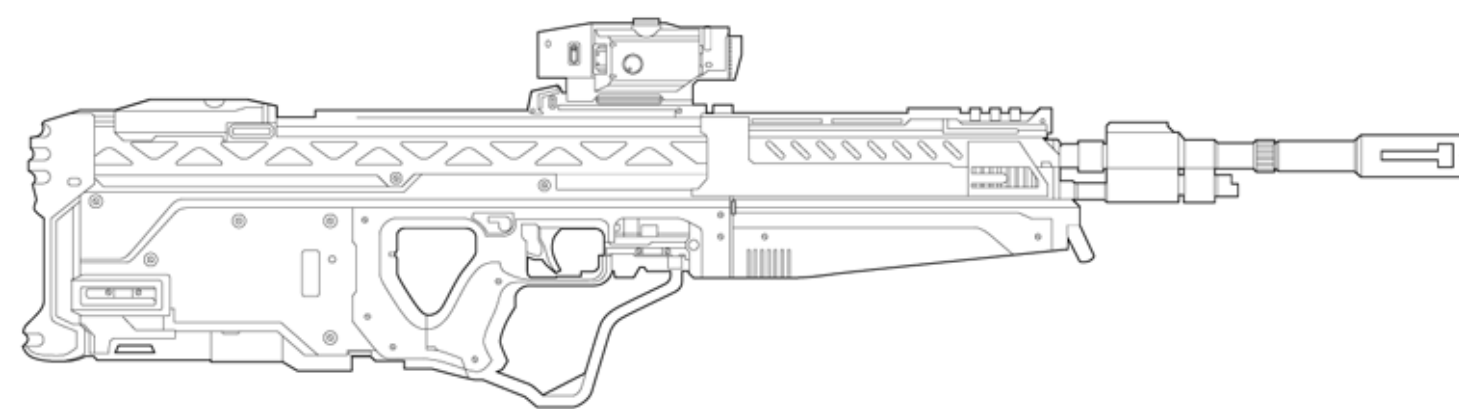
Core gameplay screen wireframe and mock-up (Soccer)



Sub-pick screen wireframe and mock-up (Soccer)



*Infinity ship* side view



Weaponry

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Illustration

## Halo 4

Weaponry and ship illustrations done for a companion booklet for *Halo 4*'s Limited Collector's Edition (LCE).

*Illustrator*



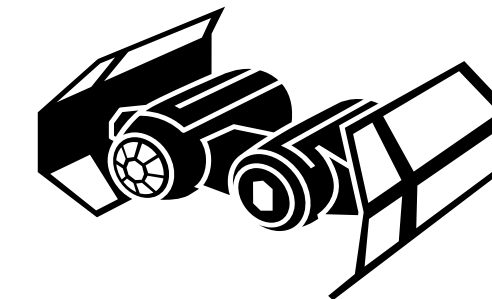
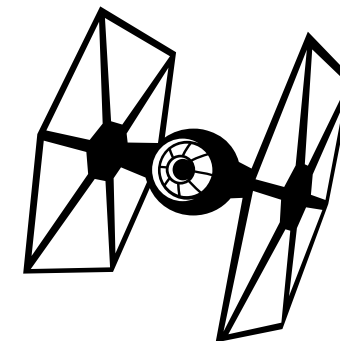
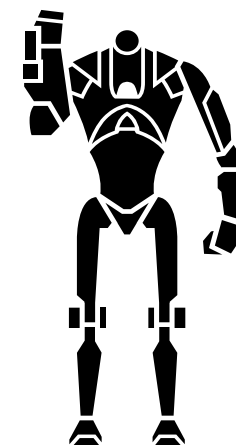
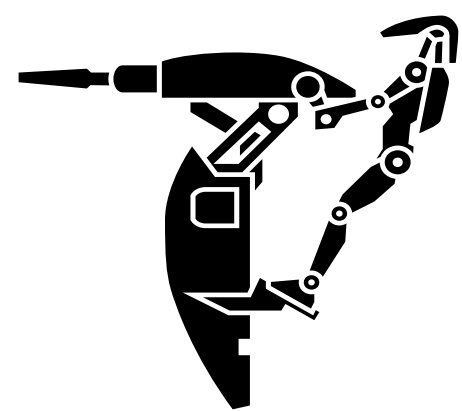
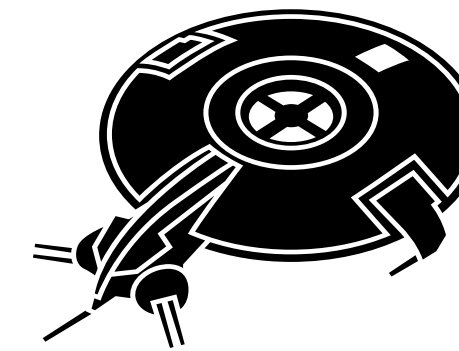
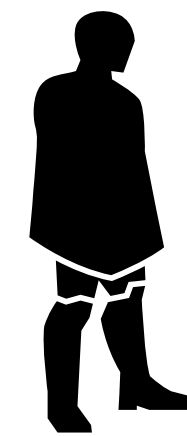
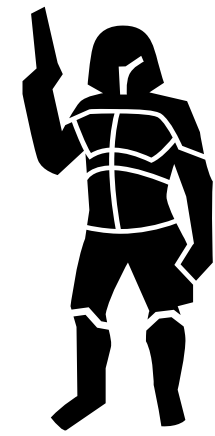
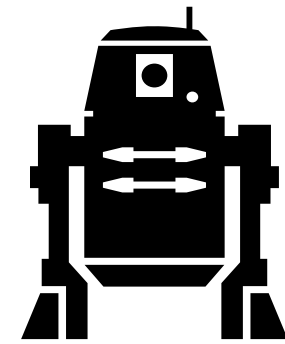
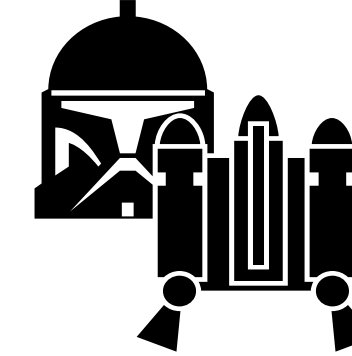
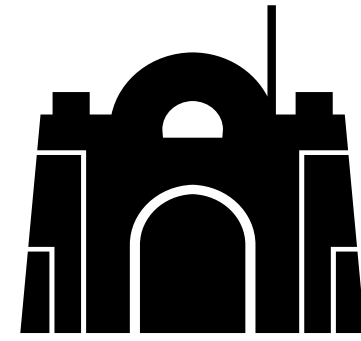
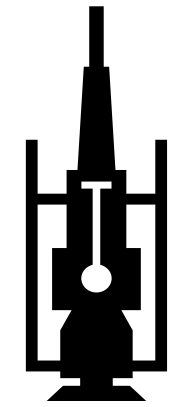
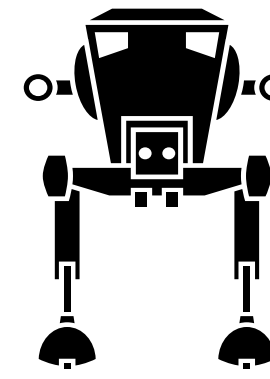
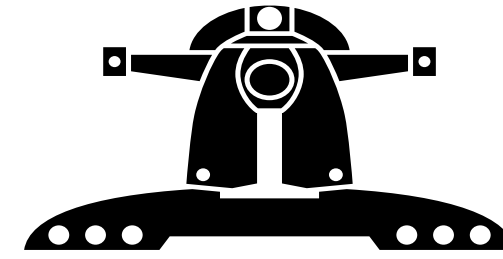
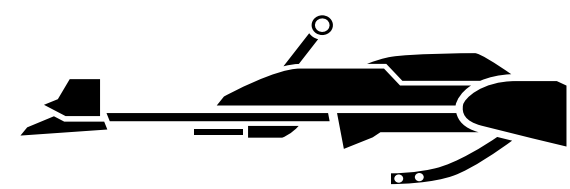
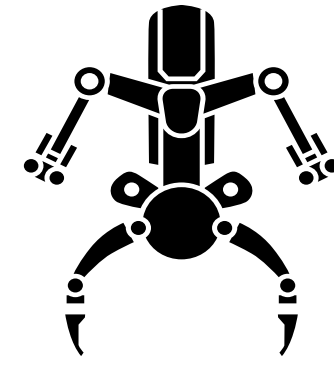
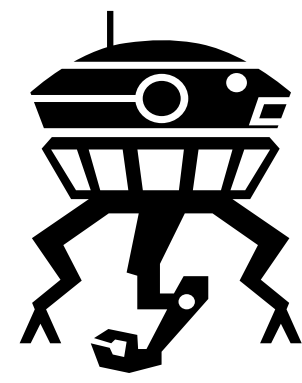
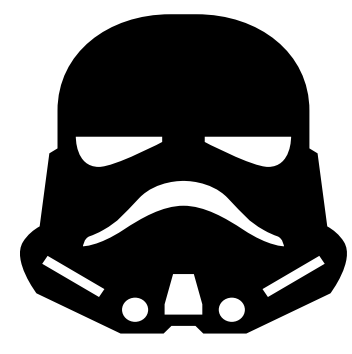
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Illustration

## Halo 4

Sample of achievement icons developed for  
*Halo 4*.

*Illustrator*



Icons

## Kinect Star Wars

Icons used for in-game menu and mini-game HUD.

*Illustrator*



Icons

Kinect Star Wars

Icons used for in-game menu and mini-game HUD.

Illustrator



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Illustration

## The Thermals

For Sasquatch! Music Festival. Silkscreened.  
Printed at 18" x 24".

*Photoshop, Illustrator*





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Illustration

## The Glitch Mob

For Sasquatch! Music Festival. Silkscreened.  
Printed at 18" x 24".

*Photoshop, Illustrator*



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Illustration

## Reign Wolf

For Sasquatch! Music Festival. Silkscreened.  
Printed at 18" x 24".

*Illustrator*

*Thank you*