Lionel Cornelius Jr

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Specialties:
UI Design, UX Design, Visual Design, Digital Illustration, Character Sculpting, HTML, CSS, AS3

Experience

Senior UI Artist at Psyonix
July 2019 - Present
Responsibilities:
- Explore design concepts and develop new user experience for current interface.
- Content creator for seasonal updates including animated banners, borders and avatars.
- Prep content for integration into game engine.
- Create low and high fidelity interactive prototypes to illustrate interface functionality on pc, console and mobile devices.
- Adhere to brand guidelines while developing new styles for menus, icons, and colors.

UI Artist at id Software
June 2018 - July 2019
Project: Quake Champions
Responsibilities:
- Design visual and motion concepts for in-game UI screens.
- Design low and high fidelity, interactive wireframes for user experience.
- Work closely with Design, Animation, and Tech teams to create an optimized and smooth UI experience for users.
Project: Doom Eternal
Responsibilities:
- Design visual and motion concepts for in-game UI screens.
- Prepare concepts for production and implement HUD layouts, icons, and animations into Flash for integration into proprietary software.

UI Artist at Robot Entertainment
March 2015 - March 2018
Responsibilities:
- Create and establish style guides for Orcs Must Die! Unchained web brand and other Robot Entertainment products.
- UI and UX designer for OMDU web and game dashboard.
- Design and illustrate marketing assets for Orcs Must Die! Unchained website and game dashboard.
- Work with Art, Publishing and Marketing department to meet visual goals for digital presentation on the web.
- Design low fidelity wireframes for websites and game dashboard.
- Optimize and implement game HUD assets and animations.
- Prepares assets for Unreal, Scaleform, and UMG.
- Take marketing photography for gameplay using Unreal
- Occasional front-end developer when the need arises.

Visual Designer at Freelance
August 2009 - Present
Design, animate and produce artwork for user interfaces, marketing campaigns, digital media, mobile & desktop applications, and email campaigns for games, marketing agencies, retail, technology, and communication industries.

Create UX wireframes, user flows, and documentation for user interfaces for games, mobile, and desktop applications.

Front-end development for websites, landing pages and animated Flash banners.
Some of the clients I have worked with:
- JCPenney
- Moneygram International
- Multiview
- Life Fitness

Adjunct Instructor at Texas A&M University- Commerce
September 2015 - Present
Currently teaching:
- Zbrush (3D Painting & Design)
- Digital Imaging

Character Artist at Freelance
October 2012 – January 2016
- Model high and low resolution characters and props for film and games.
- Texture mapping: Hand painted and Photo based
- Character Concept design
- UV Layout
- Communicate with clients on project status and deliverables, remote and on location.
Projects:
Character Modeler - Gadget-Bot - Momentum 2014 (Short Film - not yet released)
- Model and texture digital actor from provided photography
- Setup shaders for look development

Adjunct Instructor at The Art Institute of Dallas
May 2013 – May 2016
Courses:
- Concept Design
- Design Fundamentals
- Perspective Drawing
- Intermediate Layout Design

Character Modeler at Roninfilm, LLC
October 2012 - April 2013
- Character modeling
- Texturing
- UV's
- Look dev
- Shader setup

Graphics Designer at Samsung Telecommunications America
August 2012 - March 2013
Here I was a UI Designer for web-based, PC software and Android mobile applications.
My responsibilities:
– Designed UI/UX for varied applications
– Developed workflows and created documentation for mobile and tablet applications.
– Concept design and development for a few unreleased mobile/tablet applications.
– Logo and Icon design
– Provided HTML, CSS to software engineers
– Illustrator ninja

Web Designer at Gogo
April 2011 - November 2011
- Design and create marketing collateral and promotional art for digital media.
- Prepare Photoshop files for front end developers.
- Design and produce assets for desktop and mobile display.
- Collaborate with designers, developers and content manager for quality assurance.

Creative Director at InSpire Magazine
May 2008 - November 2009
Re-branded magazine identity. Conceptualized new ideas for logos, websites and print collateral.
Designed and produced advertising collateral for clients, designed magazine templates for department pages and generated design ideas for main stories. Managed and directed creative department, recruited designers and art directors.

Studio Artist at The Zimmerman Agency
March 2008 - July 2009
Designed and produced marketing collateral including digital brochures, signage, newspaper ads, and outdoor media for clients in luxury travel industry.

Skills & Expertise
Software:
- Photoshop
- Illustrator
- After Effects
- Maya
- Zbrush
- Axure
- 3D Coat
- Unreal Engine
- Marmoset Toolbag

Skills:
- Interaction Design
- Art Direction
- Digital Sculpting
- Concept Design
- Character Modeling
- Illustration
- Digital Painting
- HTML
- CSS
- Action Script 3

Education
Academy of Art University
MFA, Animation and VFX, 2009 - 2012

Florida State University
BS, Studio Art, 2006 - 2008