Mark Barrett



About Me

I am an optimist with insatiable curiostity for creative process and quality user experiences

I am a trusted leader best suited to small, independent, focused teams. My strength is in establishing and supporting harmony between art, mechanics and brand.

Skills

Practical: Creative/Art Direction, Product Design, UX/UI, Illustration, Animation, Prototype

People: Team Building/Management, User Testing, Product Strategy, Presentation

Platforms: Web, Mobile, Desktop, Console,

Educational

Honors

Game Developers Conference 2014 and 2017 | Speaker

Big Brothers Big Sisters of America 2006 to 2016 | Mentor

Americorps

Volunteer Elementary And Middle School 2008 to 2009 | Art Teacher

Digipen Summer Workshops Program 2006 to 2008 | Workshopt Instructor & Activities Coordinator

Career Highlights

Lead Product Designer

2017 to present | Code.org

- Communicate creative and feasible solutions, detailed design, and design rationale verbally and visually
- Manage style and design guidelines

Lead Artist

2016 | WG Cells

- Art Directed on World of Tanks: Heroes
- Created art and assets for Smash Squad
- Waged a one-man marketing campaign

Senior Artist

2009 to 2016 | PopCap Games

- · Wore every hat from inception to launch
- · Key member of PVZ franchise
- Voted to represent our team at BAFTA's
- Won numerous internal Game Jams
- Chosen for PopLabs, PopCap's internal R&D department responsible for new IP
- Regarded as "the spirit" of PopCap

Production Artist

2006 to 2008 | Nintendo

- UI and Concept Artist
- · Worked while going to school full time

Education

Bachelors Degree of Fine Art and Production Animation 2008 | Digipen Institute of Technology

Graduated with Honors, Valedictorian Awarded Robert B. Mcmillen Scholarship Student body Vice President

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