

Jason Cunningham

Art Department Lead, Team Development & Creative Manager

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Creative manager and art department lead with years of game industry experience across senior, principal, and line management roles.

Proven track record at mentoring developing talent, building pipelines, and leading UI, concept, and VFX teams.

Experience with driving recruitment, outsourcing and aligning artistic vision with studio leadership and production goals. Combining hands-on technical art credibility with a practical leadership style.

SOFTWARE PROFICIENCY

Production

Perforce UGS Notion Confluence

OpenBlend Miro GIT Jira



Unreal



Unity



Godot



Adobe Suite



Spine 2D



Blender



3DS Max



Figma



Aesprite



Resolve



Painter



IlluGen



Affinity Suite



EmberGen



Autograph

FOCUSED STRENGTHS

- Line management, team development, mentoring, and performance support
- Art department leadership across UI, concept, VFX, technical art, and production
- Recruitment, outsourcing coordination, onboarding, and professional development
- Pipeline creation, asset tracking, database systems, and delivery structure
- Cross-discipline collaboration with directors, engineering, design, and production
- Hands-on credibility across game UI, VFX, 3D, animation, and technical art

LEADERSHIP TRAINING

- nDreams Leadership Training
- NVQ Level 2 in Team Leading

CAREER EXPERIENCE

nDreams / Compass | Principal UI / Manager May 2023 - Apr 2026

- Lead and managed the UI, concept, and VFX teams across recruitment, professional growth, outsourcing, and delivery planning.
- Work with studio leadership and directors to ensure our work matches project needs, creative vision, and overall goals.
- Stay hands-on with Principal UI work on several projects while helping teams unblock production issues, organize their workflow, and grow their capability.

BOSSALIEN / ZYNGA | Principal UI Apr 2019 - May 2023

- Main technical UI as a Principal lead across global teams, setting up core UX/UI systems and reliable implementation workflows for all of Star Wars Hunters UI systems.
- Collaborated across time zones with our co-dev in the US and Europe with design, engineering, art, and production to keep UI deliveries on track and highly optimized.
- Worked with engineering on cleanup and optimization, improving how the team handles and delivers new interface features.

BOSSA Studios | Lead UI / VFX Sep 2016 - Apr 2019

- Led UI and VFX development across multiple projects, partnering with engineering and design to keep implementation realistic and achievable.
- Built a VFX database that boosted asset management, pipeline efficiency, and shared visibility across the studio.
- Balanced lead responsibilities with hands-on delivery across our visual systems.

Space Ape Games | Lead VFX / UI Mar 2014 - Aug 2016

- Built VFX pipelines for Rival Kingdoms and Transformers: Earth Wars, boosting consistency and scalability for production teams.
- Created a studio-wide VFX database and helped the UI team integrate 3D assets smoothly into interface frameworks.
- Pushed for maximum visual quality while keeping mobile performance and delivery constraints in check.

Zoe Mode | Senior / Lead Feb 2005 - Dec 2013

- Held senior and lead art responsibilities across console and social games, including motion-control projects and multi-platform releases.
- As Lead Artist on the Sing It series, co-developed AniMesh, an in-house UI engine that improved implementation workflow and visual performance.
- Supported production by combining art direction, technical art, UI, and team delivery knowledge.

Argonaut Games | Senior / Lead VFX

May 1999 - Oct 2004

- Created GUI assets, front-end interfaces, cinematic sequences, VFX, and boss level environments across console titles.
- As VFX Lead on Catwoman, directed visual effects and co-developed a proprietary in-house R&D solution for VFX.
- Contributed level design and front-end interface work for Aladdin: Nasira's Revenge on PS2.

Funcom (Ireland) | Lead Artist, Freelance

Nov 1998 - Apr 1999

- Turned around an underperforming project by setting up a practical art pipeline and asset-tracking database.
- Mentored a junior art team in industry-standard tools, workflows, and delivery expectations under tight production constraints.

Psygnosis | Lead Artist

May 1996 - Apr 1998

- Led visual development and technical execution for a third-person shooter project, setting direction for the art approach before studio closure.

Bullfrog Games | Lead Enemy Artist

Jul 1994 - Mar 1996

- Designed, modelled, and animated most of Dungeon Keeper's attacking forces, combining character craft with gameplay readability.

GAME CREDITS

Wreckin' Raccoon	Principal Artist UX/UI
Vendetta Forever	Principal Artist UX/UI
Ghostbusters	Technical UI
Star Wars: Hunters	Principal Artist UI
Worlds Adrift	Lead VFX / UX / UI
Transformers: Earth Wars	Lead VFX / UI
Rival Kingdoms	Lead VFX / UI
ZUMBA series	Lead VFX / UX / UI
Crush3d	Lead VFX
Sing It series	Lead Artist
Play: Astro Zoo	Team Artist
Play: Hero	Team Artist
Crush	Lead VFX
Catwoman	Lead VFX
LEGO Bionicle	Lead VFX
Carve	Concept Artist
Aladdin: Nasira's Revenge	Team Artist
Championship Motocross	Lead Artist
Dungeon Keeper	Team Artist
Flight Sim Toolkit - FST	Team Artist
Marko's Magic Football	Team Artist
F1	Team Artist