

# Jason Cunningham

## Principal UX/UI Developer for Games

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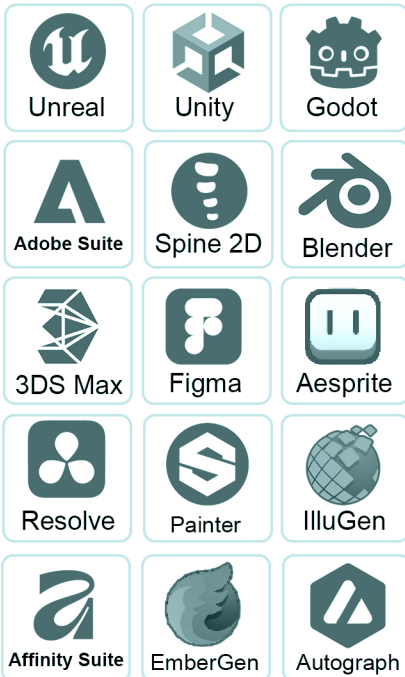
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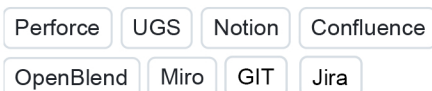
I'm a Principal UI Artist and Technical UX/UI Developer with a long track record in games across VR, mobile, console, PC, and social platforms. I specialize in turning design ideas into polished, optimised, game-ready interfaces including immersive diegetic VR systems, core UI frameworks, and 3D asset integration.

I'm also an experienced lead and line manager for UI, concept, and VFX teams, with a hands-on approach to recruitment, outsourcing, mentoring, and keeping art delivery aligned with studio goals

### SOFTWARE PROFICIENCY



### Production



### FOCUSED STRENGTHS

- Game UX/UI design and implementation  
Immersive VR and diegetic interface systems
- Technical UI art, scene construction, and performance optimisation
- Cross-discipline collaboration with design, engineering, and studio leadership
- Team leadership, line management, recruitment, outsourcing, and mentoring
- Pipeline thinking across UI, VFX, 3D assets, and production tools

### 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

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