



JONATHAN SCHWARTZ

UX UI GRAPHIC DESIGN

PORTFOLIO HIGHLIGHTS
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Warzone, a large-scale multiplayer mode for Halo 5: Guardians, was green-lit late in development. It featured Big Team Battle with PvE enemies, missions, bosses, capture points, REQ cards, and an in-session energy-based progression system.

Our small UI team—comprising me (UX/UI design & art), one developer, one implementer, and one C++ engineer—had nine months to complete the project. I worked solo without any UI engineering or implementation support for the first two months.

Collaborating closely with game, UI, progression, and sandbox designers, I developed menu system flows, REQ card designs, HUD layout and elements, in-game and front-end menus, and iconography. With limited time for iteration, we delivered what was conceived on paper and out of engine prototypes.

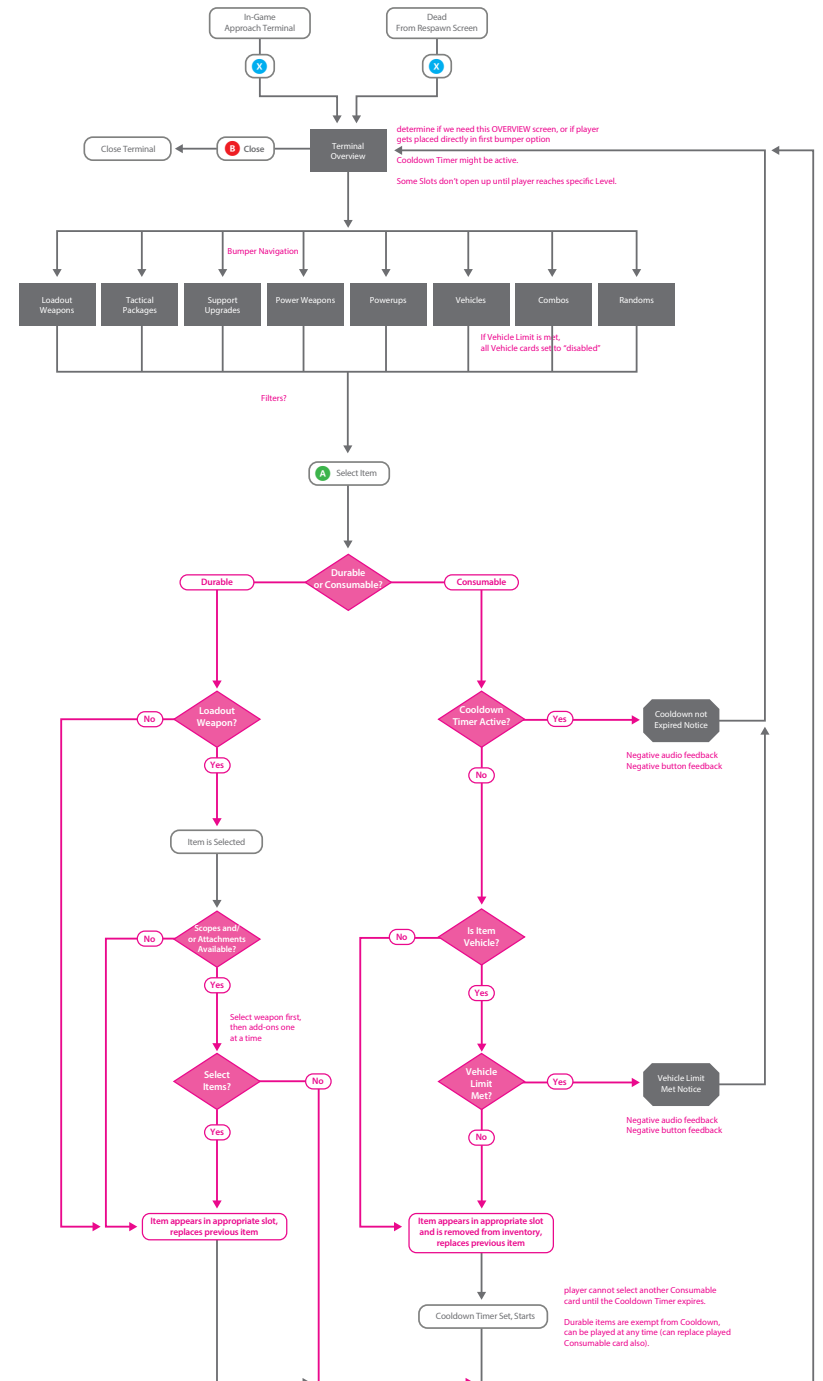


TERMINAL MENU

In Warzone, players can manage their REQ Card inventory from the front end and redeem them in-game via the Terminal Menu. Players access this menu by interacting with REQ Stations scattered throughout the maps or while waiting to respawn.

FLOWS

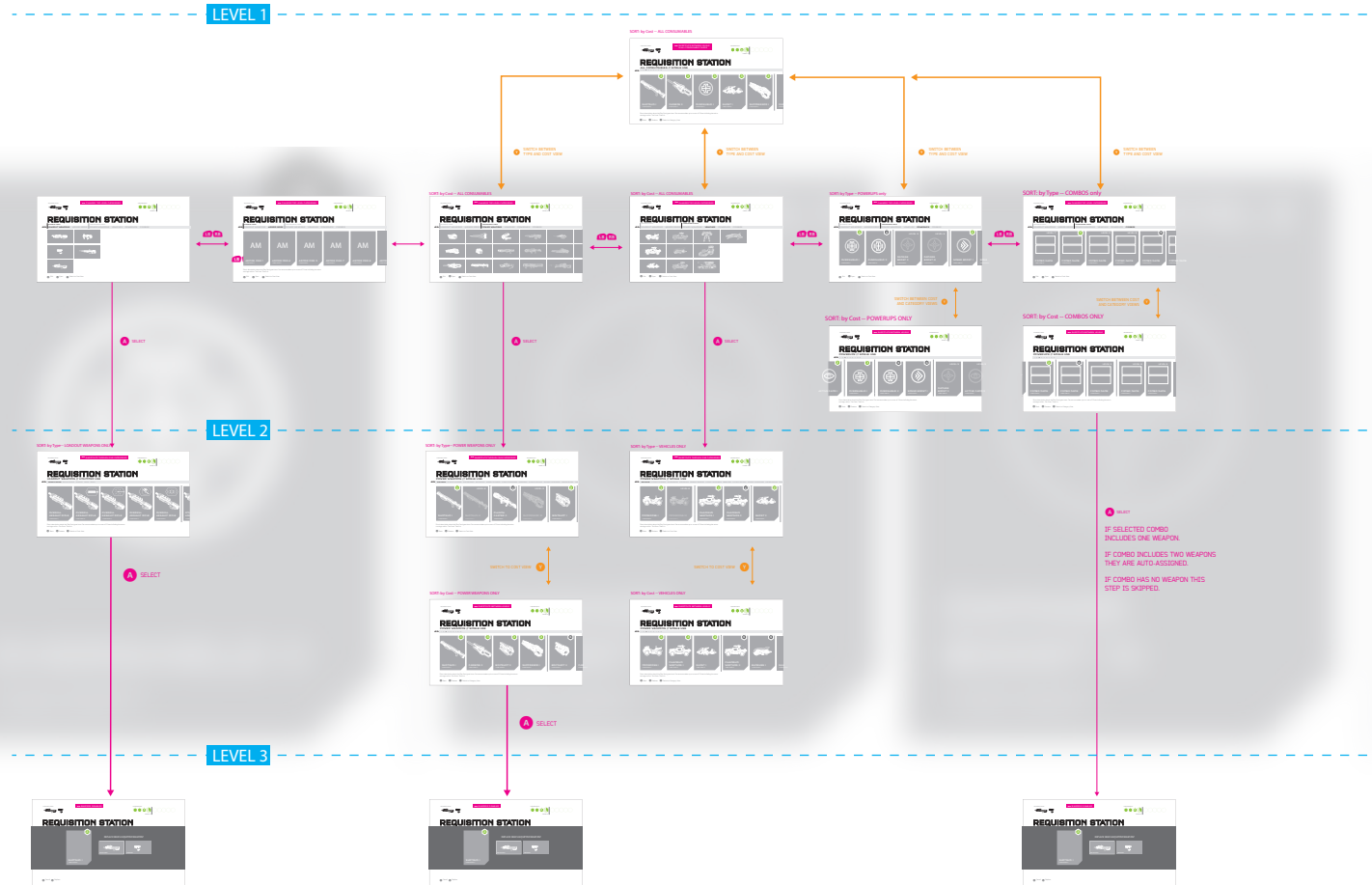
I developed multiple UX flowcharts based on design documents and discussions to establish the first version of the Terminal experience. I continually updated these flowcharts throughout production, printing major iterations in large format and displaying them on a wall. This approach enhanced team visibility and facilitated spontaneous discussions, notes, and resolutions. A high-level Terminal Menu flow can be seen to the right.





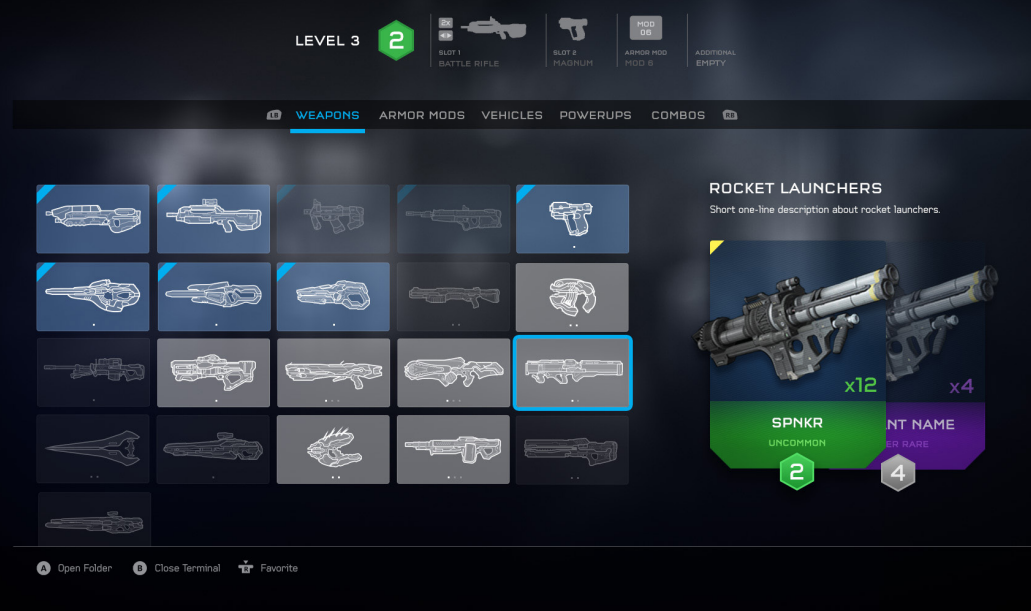
WIREFRAMES

The Terminal was a crucial and complex menu system designed for accessibility, rapid navigation, and content discoverability. With the game continuing in real-time while in the menus, it was essential to ensure players could quickly find their content without interruption. Various layouts and scenarios were explored and prototyped outside of the engine to meet these requirements effectively.



A LIVING DOCUMENT

I've consistently found that maintaining a hybrid flowchart, which includes wireframes and later, comps, is both effective and well-received. As content is created, it is integrated into the flowchart, offering a real-time visual snapshot of production status. Displayed prominently on the wall, this approach provides detailed context and supports the overall experience, keeping everyone informed and aligned.

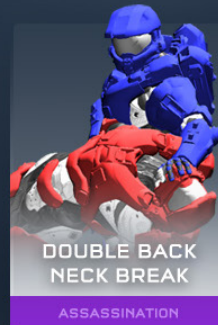
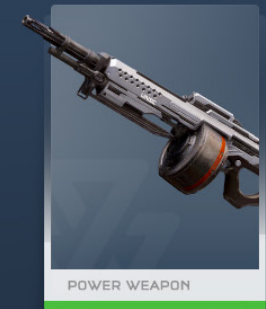


VISUAL STYLE

The Terminal Menu features folders and REQ Cards, so the design focused on a neutral presentation to highlight the REQ Cards and emphasize key visual states essential for quick player decisions.

Mockups were developed alongside wireframes to determine the appearance of REQs. While folders used wireframe-style icons consistent with the HUD, REQ assets were presented as fully rendered images. Above are some sample concepts.

HALO 5 WARZONE : REQ CARDS



REQ CARD EXPLORATION

We designed REQs in two sizes: Large for displaying the contents of an opened REQ Pack, and Small for the Collection screen and in-game Terminal (as shown previously).

I explored numerous iterations for the REQ Cards. Initially envisioned with a more "digital" look, time constraints and resource limitations led to a flatter design. Above is a sampling of the early visual style explorations.



REQUISITION STATION

LOADOUT POWER WEAPONS VEHICLES POWERUPS COMBOS LB RB



Short description about Durable Weapons goes here. Can accommodate up to a max of 3 lines including the extra carriage return and Attachment Name (if applicable).

UPSIZED

Switching the Terminal Menu REQ Card presentation from small to large was a straightforward decision, addressing several key issues:

- 1/ Clarity: Enhanced differentiation between REQ Cards and Folders.
- 2/ Real Estate: The tabbed interface allowed for greater emphasis on the cards.
- 3/ Consistency: Aligned with the REQ Card presentation players encounter when opening REQ Packs on the front end.
- 4/ Showcase: Better displayed the detailed renders, generating excitement and engagement.



WEAPON ATTACHMENT ICONS

- a long barrel
- b laser targeter
- c silencer
- d stabilization jets
- e kinetic bolts
- f extended mags
- g threat marker
- h sound dampener
- i energy bayonet
- j knight blade

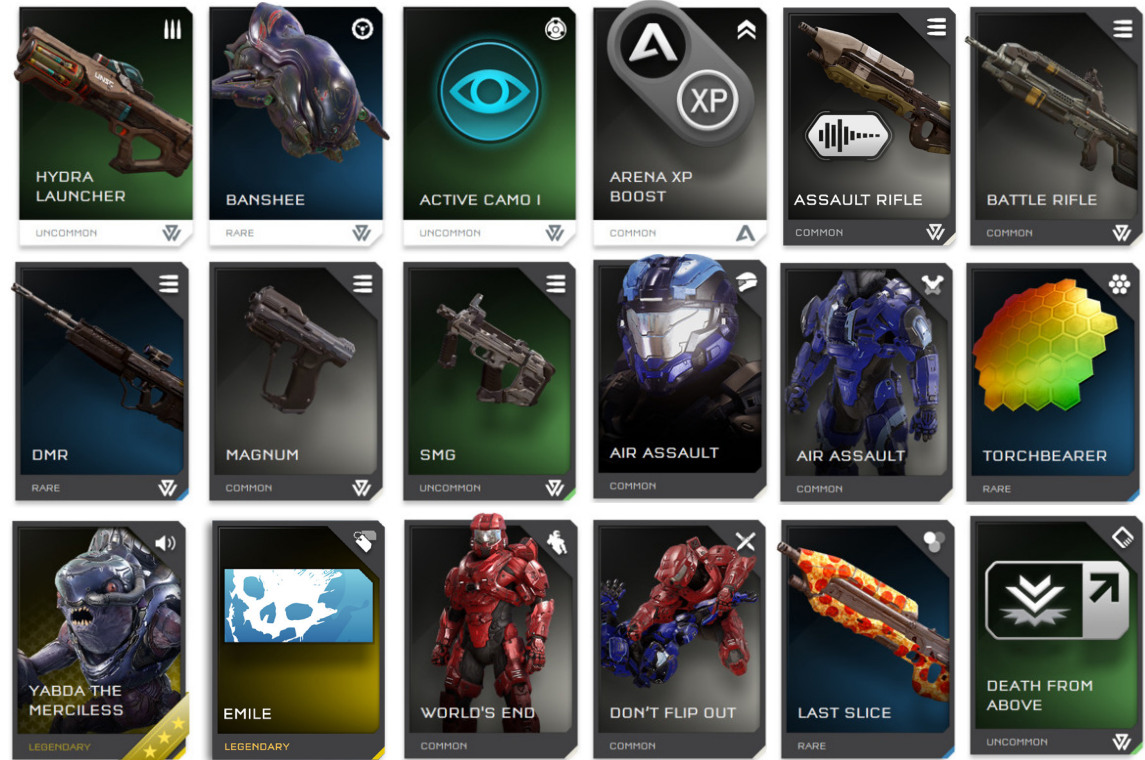


REQ CATEGORY ICONS

- a armor
- b helmet
- c visor
- d emblem
- e stance
- f assassination
- g death fx
- h loadout weapon
- i armor mod
- j weapon skin
- k announcer
- l power weapon
- m vehicle
- n powerup
- o combo
- p boost
- q req points

REQ CARD IDENTITY

The cards needed to clearly differentiate between Durables (unlimited use), Consumables (limited use), and Certification cards. Additionally, we required iconography to distinguish between durable Weapon Attachments and various REQ Categories.



FINAL REQ CARDS

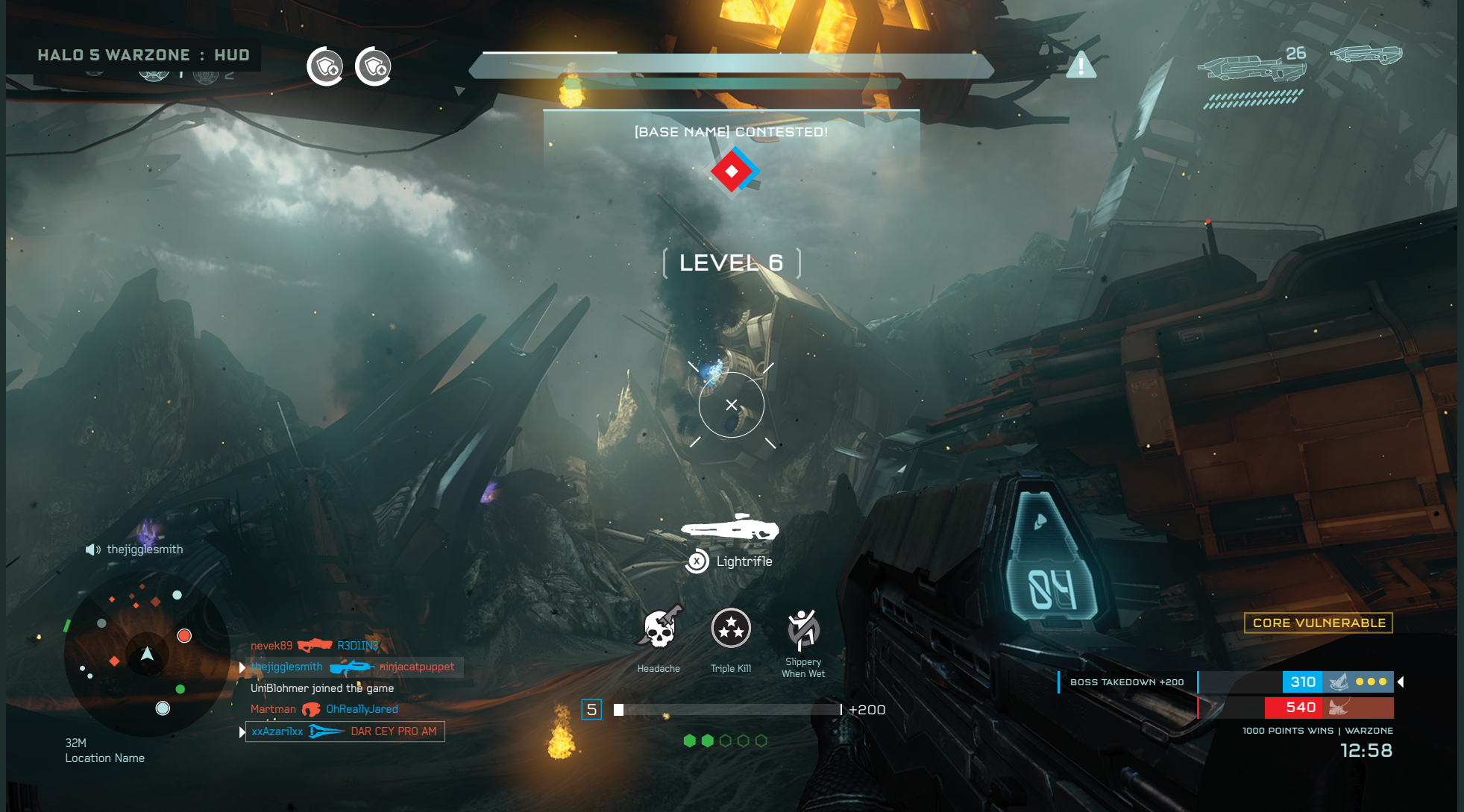
During this process, I closely coordinated with the individual responsible for generating the source renders to ensure consistent positioning and sizing for seamless import. I created PSD templates and wrote a usage guide to facilitate the export of future REQ Card assets, ensuring continuity even if I were unavailable. Additionally, I developed custom Photoshop actions for consistent art export. These templates proved invaluable when the studio later decided to implement 4K texture support during the sustain phase.



HUD LAYOUT

Building on the Arena multiplayer HUD, I ensured that Warzone's unique widgets seamlessly integrated into the existing composition and worked harmoniously with core widgets shared across game modes.

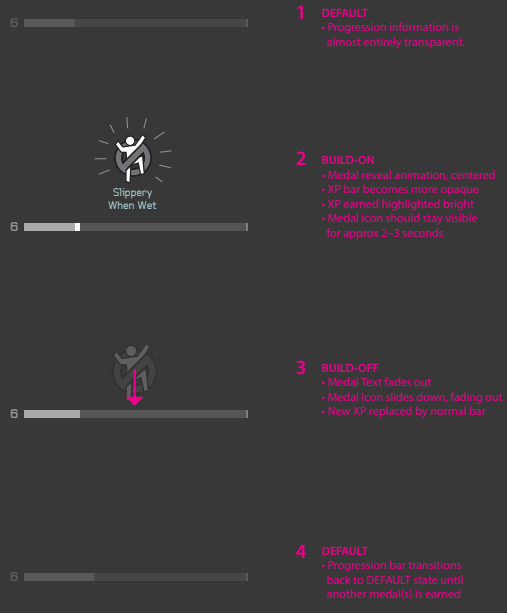
The final Warzone HUD featured specific elements such as an XP Level Meter, Energy Status Display, Alert Messaging, and Level Up Fanfare. Additionally, the Mini-Scoreboard, Objective Banner, and Nav Markers were adapted to support Warzone's unique features.



HUD LAYOUT

I led the design of the majority of Halo 5's HUD widgets, including those for Warzone. As game modes and Warzone evolved, the HUD layouts and widgets were frequently revisited and updated to reflect these changes. The image above represents a near-final layout, though not the shipping art. Jeff Christy designed and implemented the final art and animation enhancements for all of Halo 5's menus and HUDs.

MEDAL FEED + XP INCREASE MOTION
SINGLE MEDAL
 STORYBOARD

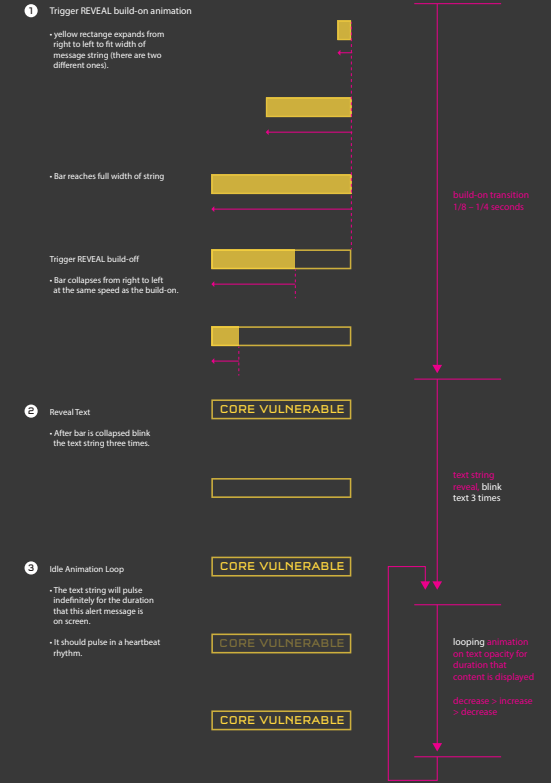


XP PROGRESSION BAR MOTION
 STORYBOARD

NOTE if more XP is earned at any time, interrupt the animation and trigger state 2.
 XP increase occurs with Medal. We do not queue medals, so it should always occur in real-time.



ALERT MESSAGE MOTION
 STORYBOARD



HUD MOTION STORYBOARDS

HUD content was ultimately authored in C++ for performance, which meant artists lacked WYSIWYG options, leading to slow iteration. Given our limited time for revisions, I created detailed motion storyboards and motion comps for the engineers. This provided them with comprehensive guidance to closely match the visual target on their first attempt.



Months after the release of Halo 5, I focused on the sustain effort for the Warzone Firefight game variant. This mode, inspired by the popular Firefight from Halo Reach, required custom widgets, which I designed, including the Fanfare, Round Summary, and a revised Mini-Scoreboard.

The updated Mini-Scoreboard displayed scores and objective status, featuring indicators for various objective types—Enemies/Objects (counter), Defend/Protect (locations and health), and an Intermission state. It incorporated round information, objective icons, and scores to meet design needs.

The Fanfare widget introduced the round number and its objectives, and announced the end of a round (won/lost) before showing the Scoring Summary between rounds.

END OF ROUND 2	
Round Score	1,000
Kill Bonus	200
Assist Bonus	200
Speed Bonus	200
Survival Bonus	200
ROUND TOTAL	2,400

WARZONE FIREFIGHT HUD

These widgets were coded in C++, and I provided motion comps and storyboards in After Effects to guide the engineers. This time, the coding approach allowed for more hands-on involvement with the widgets, though it remained challenging and time-consuming as an artist to iterate and bug fix.



HALO INFINITE

2016–2019

During my time on Halo Infinite, I focused on creating mood boards, style comps, and UI greybox standards. I produced numerous wireframes and comps for features like customization and seasons, contributed to environmental graphics for multiplayer levels, supported internal presentations, and collaborated with the UI and game teams.

—
SLAYER

—
ODDBALL

—
CAPTURE
THE FLAG

2017-2019

HALO INFINITE : BOARDS + COMPS

Included are several pre-production mood boards and comps that explore composition, color, typography, tone, and mood. Key themes include natural lighting, showcase, intimacy, depth of field, technology, drama, layering, and environment.

Please note that Spartan images are sourced from marketing assets or created in-house by Jeff Christy and Mackay Clarke using Octane.

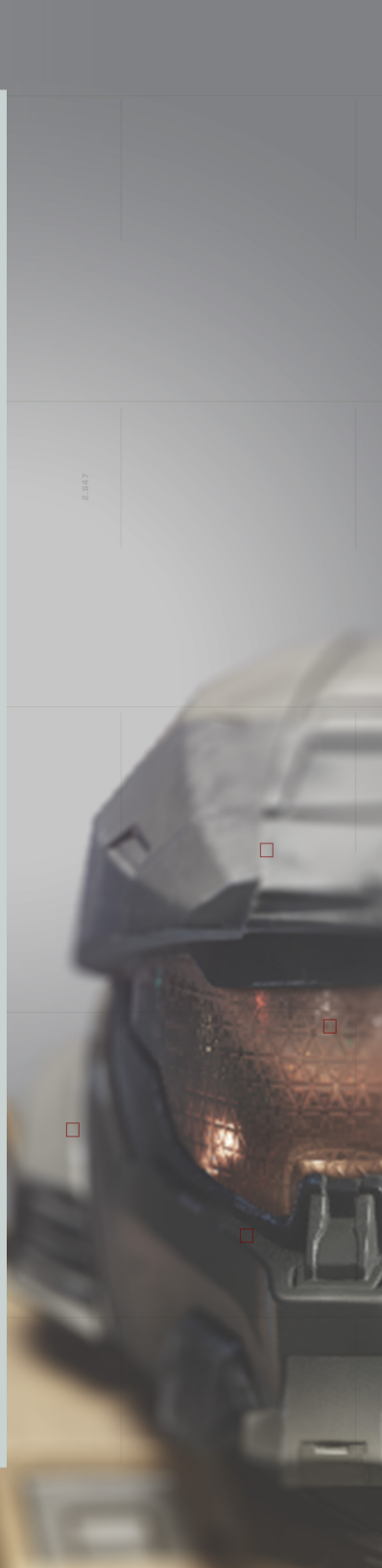


MIZATION
OR



BOXY TYPEFACE
Serif typeface

S
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M
7
O



21 JUL ——— 7 AUG

21 JUL ——— 7 AUG

21 JUL ——— 7 AUG

21 JUL ——— 7 AUG



BR85



2525 BATTLE RIFLE HEAVY BARREL 3-BURST FIRE UNSC



TN

STD-6

LINE ABOUT THE THINGS
SECOND REGARDING
SOMETHING ELSE

CB

FL-X

LINE ABOUT THE THINGS
SECOND REGARDING

ED

WG_99

LINE ABOUT THE THINGS
SECOND REGARDING
SOMETHING ELSE
ENTIRELY

J21

ASSIGNMENT	NOBLE	PROGRAM	II
DESIGNATION	FIVE	CONFIDENTIAL LV-3	

JORGE-052



FRAME	HEAVY
REMARKS	INCREASED ARMOR; PERSONAL SHIELD; ROCKET PACK

- HUNTER
- ICARUS
- INFLTRATOR
- LOCUS
- MAKO
- MAVERICK
- MARK IV
- NOBLE
- ORBITAL
- PATHFINDER**
- PILOT
- PROTECTOR
- RANGER
- RECON
- RECRUIT
- RECLUSE


2020

HALO ARENA
SEASON 1

HALO CAMPAIGN
SEASON 1

Abandon your fear. Look forward. Move forward and never stop.
You'll age if you pull back. You'll die if you hesitate.

U.N.S.C. | PLAYER MENU | ARMOR | OLYMPUS HELMETS



LOCUS

MAKO

MARK IV

MAVERICK

NOBLE

ORBITAL

PATHFINDER

PILOT NEW

PROTECTOR

RANGER

RECON

RECRUIT

RECLUSE

SCOUT

PROGRAM OLYMPUS

COMPONENT HELMETS

3 NEW ITEMS
1 GIFT

SHOWING ALL ITEMS

LAST WHEN	2d	HOT CONSECUTIVE WINS	32
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PERPLEX: Short paragraph of lore, three to four lines tops.

top pocket man 12

ARMOR WEAPONS VEHICLES IDENTITY

OLYMPUS / SHOULDER [R]

SORTING ALPHABETICAL

- AIR ASSAULT
- AVIATOR
- CQB
- EVA
- GUNGHIR
- MAVERICK**
- NEO
- ODST
- PATHFINDER
- PRGMD 1
- PRGMD 2

Inspect Compare

top pocket man 12

Select Back Change Sorting

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Quis ipsum suspendisse ultrices gravida.

CAMPAIGN CHAPTER 4
MERIDIAN STATION

Download Details



Play Again: Capture the Flag

Epic 12v12 Battle Royale is Live

New Gold REQ Bundles
Patch 1.2 Notes
HCS 2018
Competitive Fall Season
Headline 5

A max-four line description for the focused tile appears here.



SLAYER

CTF

ODDBALL

SWAT

BIG TEAM BATTLE

PUSH/CONTROL

ARMOR CUSTOMIZATION

OLYMPUS ARMOR 2,000 7,800 250

LOCUS

MAKO

MAVERICK

NOBLE

ORBITAL

PATHFINDER

HELMETS

ALL


ALPHABETICALLY

MAVERICK

top pocket man

TITLE

SUBTITLE




ROYAL 2
Matthew Fiorante

FROSTY
Bradley Bergstrom

LETHUL
Tony Campbell

SNAKEBITE
Paul Duarte

OLYMPUS



OPTIC GAMING

WEAPON SKINS REQ PACK

BUY 100

OPTIC GAMING 2017

OLYMPUS ARMOR LEVEL 4

RIGHT SHOULDERS

SORT: A - Z

- HELMET EVA
- HELMET GEAR Gungnir NEW
- VISOR
- CHEST
- LEFT SHOULDER
- RIGHT SHOULDER** Mark IV AVAILABLE
- FOREARMS
- GLOVES
- HIP GEAR Neo EQUIPPED
- KNEEPADS
- LEGS ODST LOCKED
- COATING
- DECAL
- ARMOR FX

REQUIREMENTS

- Olympus Level 4
- Complete Academy Training

ADD TO INVENTORY 500

MARK IV
RIGHT SHOULDER

top pocket man

CUSTOMIZE / ARMOR SETS

OLYMPUS
AIR ASSAULT

73%

ACADEMY
RECRUIT

85%

CUSTOMIZE

EQUIP

[Flavor Text] Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

REACH
MARK V

25%

INSURGEN

LOCKED ICON

TO UNLOCK:
PLAY ACADEMY

sets are the new way to customize your multiplayer Spartan!

U.N.S.C. PLAYER MENU ARMOR OLYMPUS 056

OLYMPUS HELMET PATHFINDER

●●○○○ UNCOMMON

Unlock: NAMEOF Challenge

Unlock: 5,000

LOREM ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.

HELMETS

SHOWING ALL

MAKO

MARK IV

NOBLE

ORBITAL

PATHFINDER

PILOT

PROTECTOR

Equip Back Get More Space Bucks Inspect Compare top pocket man 12

- LOCUS
- MAKO
- MAVERICK
- MARK IV**
- NOBLE
- ORBITAL
- PATHFINDER
- PILOT NEW
- PROTECTOR
- RANGER BIFT
- RECON
- RECRUIT
- RECLUSE
- SCOUT

OLYMPUS RECRUIT HELMET GEAR

3 NEW ITEMS
1 BIFT

SHOWING ALL ITEMS

PROGRAM	OLYMPUS
RARITY	LEGENDARY

HELMET

LAST BORN	2d	MOST CONSECUTIVE WINS	32
REMARKS	Short paragraph of lore, three to four lines tops.		

Settings Back top pocket man 12

SEASON 2 6 days

REMEMBER REACH

RANK 5

Increase your XP by **3,200** to unlock Rank 8 reward:

THE SILVER BULLET
Common Hydra Skin

OPERATION S2

OLYMPUS RISES

TIER 12

Increase your XP by **900** to unlock Tier 13 reward:

MARK IV [INFINITE]
Rare Olympus Chest Armor

EVENT 11h 45m

SHOTGUN SHOWDOWN

Complete a second Event Challenge to unlock:

H5 CLASSIC WARTHOG
Uncommon Warthog Skin

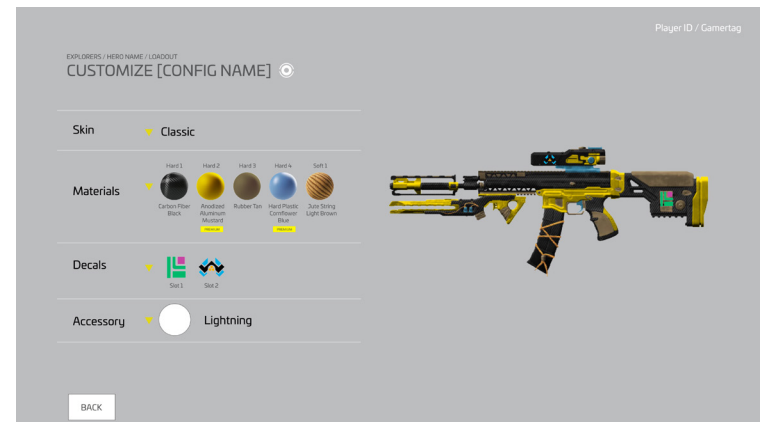
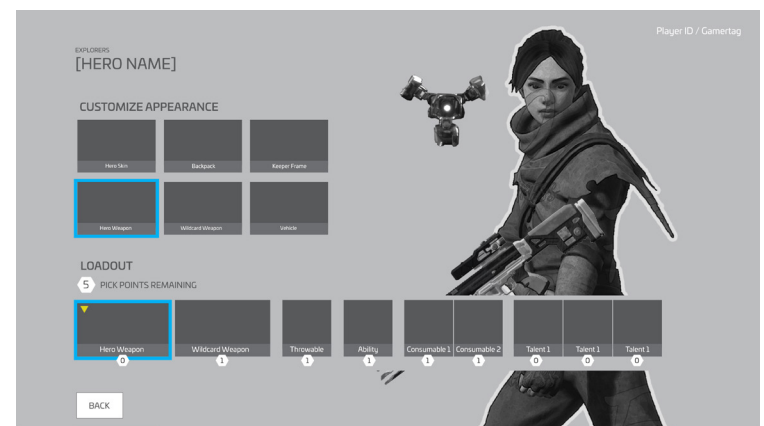
A character in a snowy, post-apocalyptic landscape. The character is wearing a heavy, dark, and worn-out outfit with a large backpack. They are holding a long, curved blade or tool. The environment is a dense forest of snow-covered evergreen trees. In the background, there are dilapidated wooden structures, possibly ruins of a settlement. The overall atmosphere is cold and desolate, with a heavy snowfall or mist.

SCAVENGERS

2019–2022

I joined Midwinter Entertainment in November 2022 to handle UX, UI, and graphic design for the game. The small, junior UI team faced ambitious goals and a rapid pace. Shortly after starting, new progression and monetization requirements significantly expanded the scope. With limited time and resources, I managed UI outsourcing to meet these demands.

SCAVENGERS



SCAVENGERS UX

Three months into my tenure, COVID required us to shift to remote work. As new progression and monetization features were being added, I needed to quickly demonstrate how the UI would accommodate these changes. Within three weeks, I developed the flow and wireframes in Adobe XD and created an interactive prototype showcasing key paths, new features, and onboarding. This work was presented to the parent company CEO, all based on a single design document and numerous Zoom meetings.



LONGSTRIKER DESPERADO

EPIC

Description
Sentence about this weapon.

Available Customization options?

View Statistics



RESEARCH

Time 72 Hours

XTI Configuration

Tungsten 300/200

Thermal Membrane 200/150

Ballistic Weave 100/40

Ignition Core 12/10

Power 2,500/3,000

Research Desperado

Toggle Explorer

Inspect

Sorted by A-Z Change



Base



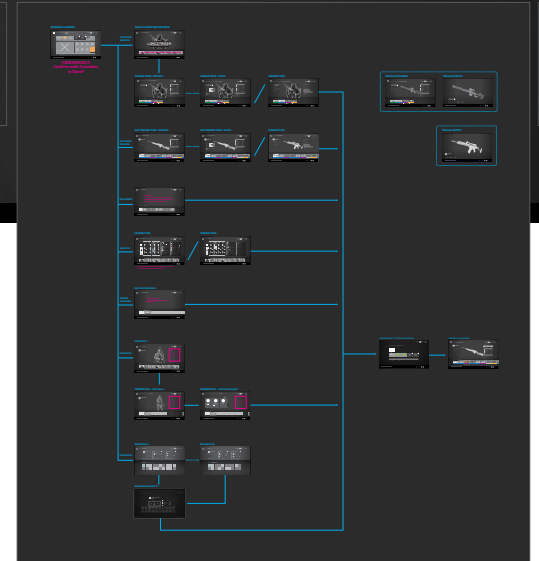
XTI



Desperado

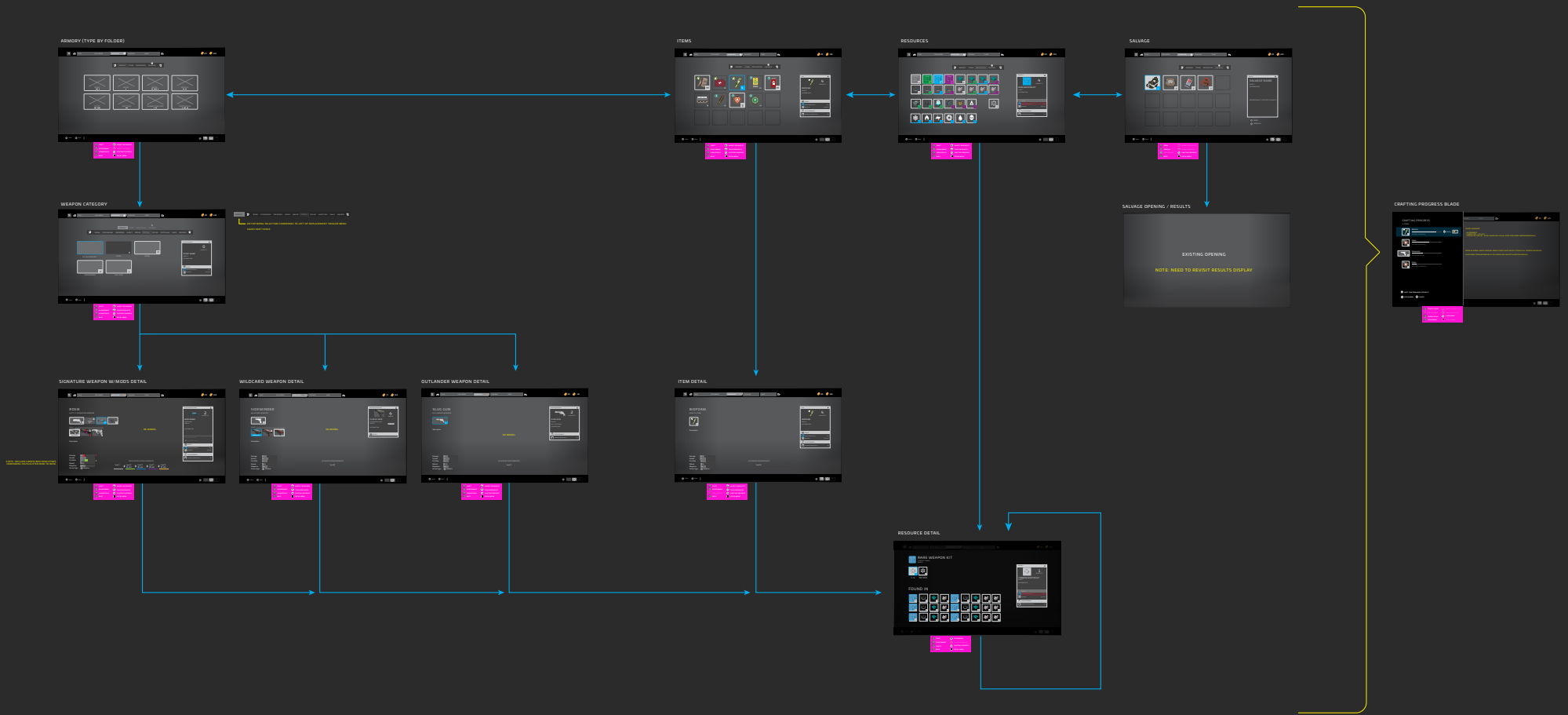


Taskmaster



SCAVENGERS : RESEARCH

Research was a key part of our Progression system. I collaborated closely with the Progression Designer, iterating on flows and wireframes, but no prototypes were created. Although the wireframes were built in-engine, the research system wasn't fully functional until late in the process. This meant we couldn't fully test the UI until the system was live, revealing several UX issues due to the system's complexity.



INVENTORY PIVOT

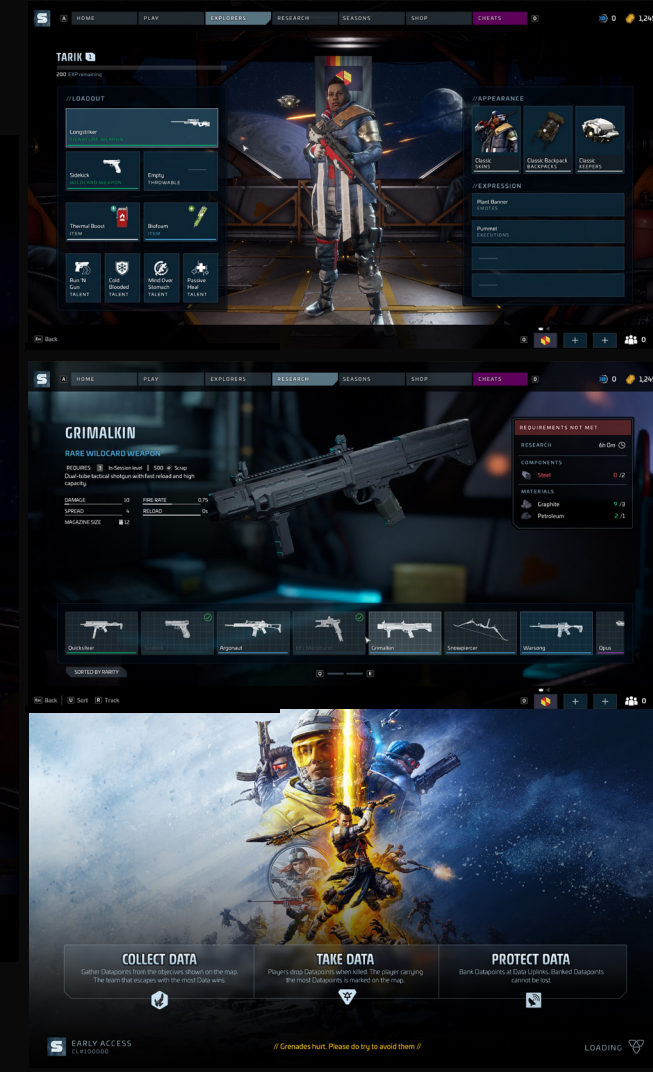
The studio implemented significant changes to the game mode, simplifying progression and economies by removing the Loadout system and reimagining the Research system as the Inventory. The UX challenge was to clearly present the game's offerings while allowing players to quickly view and locate crafting items, ensuring consistency with the new in-session Locker Menu for asset retrieval. IA and wireframes were completed in under two weeks, reusing as much existing work as possible to save time. However, these new features were ultimately canceled after the studio was put up for sale.



SCAVENGERS : HUD

I updated the HUD layout, improved widget designs for new features, and refreshed the visual style. Designing a HUD for the bright, snowy Scavengers map was challenging due to numerous gameplay widgets and production constraints. Many concepts were not fully realized due to limited resources, inefficient widget authoring, and my handling most of the implementation. As a newcomer to Unreal UMG, I was restricted to modifying existing elements, impacting usability and visual feedback. Despite these hurdles, I learned UMG, adding polish and animations to the HUD. The visual target is shown above in Photoshop. We were not able to update the HUD to match this before the game was shut down.

SCAVENGERS UI



FRONT END STYLE

Due to tight deadlines and limited resources, I had no time to create UI mood boards or comps, and much of the front end was either implemented in grey box or outdated. With Early Access fast approaching, I had to reskin the entire front end from scratch within six weeks on my own. The screens and widgets' authoring process required extensive effort to achieve consistency. Limited involvement in menu backgrounds led to legibility and composition issues, necessitating dark panels behind content due to time constraints. Additionally, all UI blur effects were removed to ensure performance on PS4. Despite these challenges—working with novice tools, from home, and in isolation from my teammates—I'm proud of what was accomplished within this accelerated timeframe. I was also responsible for a number of icons, including Hero Abilities, weapons and ammo, consumables, salvage, status effects, damage types, reticles and map/markers.

/THANK YOU

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