

JONATHAN SCHWARTZ

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Kenmore WA 98028 425.785.5037 www.jthan.com

PROFILE Interactive visual design professional with 28+ years of experience in graphic design, print, and interactive media – including 22 years in the video game industry, leading as UX Director, Principal UI Designer, and Senior UI Artist on three AAA console titles.

- **Creative design leader** with a strong foundation in graphic design fundamentals and UX design principles, delivering visually engaging experiences for games and interactive media.
- **Skilled at distilling complex systems** into elegant, intuitive solutions that balance functionality and usability with aesthetics.
- **Deeply committed to craft**, with high standards for visual and interaction quality, and a passion for turning ideas into reality through iteration and refinement.
- **Collaborative and people-focused**, experienced in art direction, mentorship, and building alignment around a shared design vision – known for fostering strong cross-functional relationships built on trust and communication.
- **Clear communicator and strong cross-functional partner**, bringing teams together and driving progress through clarity, alignment, and shared goals.
- **Proactive and adaptable**, thrives in fast-paced environments and solving problems with resourcefulness and a hands-on approach.

RESPONSIBILITIES **Strategy and Vision:** Define UX/UI pillars that align with the Creative Director’s game vision and uphold them throughout development. Collaborate with the Art Director to shape and refine UI visual identity. Champion immersive gameplay cues and feedback within the game world, lessening reliance on HUD. Advocate for player-focused design systems that are intuitive, scalable, and support gameplay goals.

Cross-Functional Collaboration: Drive the UX/UI process from concept through production and expansion, partnering with leads across all disciplines to define requirements and deliver effective and reliable solutions. Provide comprehensive specs, wireframes, user flows, information architecture, prototypes, mockups, and other key resources to build alignment around the UX/UI vision.

Development and Iteration: Uphold UX/UI best practices to ensure consistency and quality. Encourage prototyping and building in-engine early and often to accelerate iteration, support design exploration, and validate solutions. Create and implement UI art, refining and polishing designs throughout production.

Team Leadership: Build and lead UX/UI teams through hiring, mentoring, and milestone planning—fostering open, thoughtful feedback and a collaborative culture. Guide internal and external contributors to stay aligned with design goals, meet deadlines, and grow within a high-quality, goal-driven environment.

User Testing and Research: Integrate usability testing, player feedback, and analytics to refine designs, continually improving the user experience while staying current with industry trends and best practices.

Project Management: Scope and plan UX/UI deliverables, set milestones, and track progress to meet deadlines. Collaborate with stakeholders to shape the roadmap, manage resources, and adjust timelines to align with production goals and maintain quality.

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EXPERIENCE

Mar 22 – Mar 25
Seattle, WA

GAME UX DIRECTOR

Shrapnel (PC / UE5) @ Neon Machine, Inc.

Led UX design and UI presentation for Front End and HUD. Directed external co-devs, drove planning and production, and coordinated with studio leads to define feature requirements and promote consistency and integration across the ecosystem.

Nov 19 – Mar 22
Kirkland, WA

PRINCIPAL UI DESIGNER

Scavengers (PC, Xbox One, PS4 / UE4) @ Midwinter Entertainment

Led UX design and UI art for Front End and HUD, managed multiple outsourcing partners.

Jul 09 – Nov 19
Redmond, WA

SENIOR UI ARTIST

Halo Franchise (Xbox / Proprietary Tools) @ 343 Industries

UX design and UI art for Front End and HUD, hiring, studio art support.

Halo Infinite _____ UX/UI design and concepts, environmental graphics.

Halo 5 _____ UX design; UX/UI Lead for Warzone game mode and sustain releases, REQ Card visual design system.

Halo 4 _____ UX/UI design and presentation.

Halo Waypoint (2010) ____ Art direction across console, web, and mobile platforms.

Jan 05 – Jul 09
Vancouver, BC

STUDIO ART INTERFACE MANAGER / LEAD UI ARTIST

Turok (2006) (Xbox 360, PS3 / UE3) @ Propaganda Games

Led UI design for Front End and HUD, contributed to marketing initiatives. Directed and mentored two UI teams, oversaw hiring, team-building, and provided creative support across both studio and game teams.

Jul 03 – Jan 05
Burnaby, BC

LEAD UI ARTIST

Def Jam Fight For New York (Xbox, PS2, Gamecube / APT) @ Electronic Arts Canada

Led UI design, art and animation for Front End and HUD.

Jan 03 – Mar 05
Vancouver, BC

MENTOR / INSTRUCTOR

Interactive Media / Digital Design Programs (Vancouver Film School)

EDUCATION

ADVERTISING & GRAPHIC DESIGN

Humber College

93 – 96 Toronto, ON

CREATIVE ARTS

John Abbott College

90 – 93 Montréal, QC

SUMMARY

Skills: UX design, UI design, UI art, branding / logos, motion design, typography, iconography, print media, production.

Tools: Adobe Creative Suite (Ps, Ai, Pr, Ae, Xd), Miro, Figma, UE5 UMG, Perforce, Jira, Confluence, Office.

Interest: Photography, movies and entertainment, video games, music, travel, taekwondo, gardening.