

SODERMANN'S MARC

ART DIRECTOR / UX DESIGNER

CV

GENERAL INFORMATION

40^{1982 - 2022}
AGE

www.creative-pixels.de mail@creative-pixels.net



1,88m



Parlane 300C

LOCATION

MALMO SWEDEN
9 55.611226, 12.985585

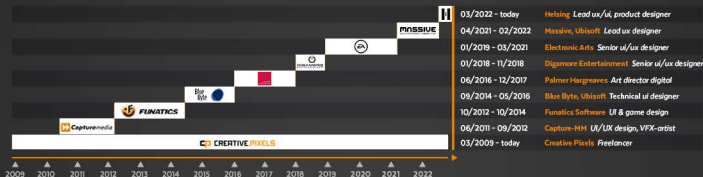
CONTACT

749
+44
820
1747

EDUCATION

1993-2002	2000-2003	2004-2008	2004-2008	2010-2011	2022
High School Integrierte Gesamtschule in Bonn, A-Level	Study Abroad Public School in Taunton, England (6 months) Language course in Florida USA (4 weeks) Language course in Los Angeles USA (3 weeks)	University 1 semester study at RMIT University Melbourne Australia	University Visual Communications Diploma degree	Games Academy Game Design Scholarship	
I want to join your team					

PROFESSIONAL EXPERIENCE



SOFTWARE SKILLS

ADOBE APPLICATIONS



UI/UX APPLICATIONS



OFFICE APPLICATIONS



PROFICIENT IN



80% DIGITAL
20% NON-DIGITAL

DOMAINS OF INTERACTION

TOUCH GESTURE MOBILE
NATURAL USER INTERFACE
USER INTERFACE USER EXPERIENCE



EXPERIENCE

12

Years of Professionell
Design Experience

PROJECTS

80

Projects for 35 Clients

CLIENTS



LANGUAGES

GERMAN native speaker
DUTCH fluent spoken & written
ENGLISH fluent spoken & written

INTERESTS

VIDEO GAMES / ART / LITERATURE / COMICS / MOVIES / BOARD GAMES /
ROLE-PLAYING GAMES / DESIGN / SPORTS / SOCCER / MUSIC / TRAVEL / COOKING

CURRICULUM VITAE



Marc Sodermanns
Diplom Designer | Game Designer

Stora Varvsgatan 24C, Lgh.1307
211 11 Malmö
Sweden

+ 44 74 98 201 747
mail@creative-pixels.net

www.creative-pixels.de

CURRICULUM VITAE

Personal Details

Date of Birth: 10.September 1982 in Würselen, Germany
Marital Status: unmarried

Professional experience

03/2022 – today

[Helsing GmbH](#)

Position: Lead UX/UI and Product Designer

Responsibilities: As a Lead UX/UI and Product Designer, my mission is, in close collaboration with engineers and product managers, to develop designs that maximise and optimise the value of the product, and therefore the user experience. Helsing's customers in defence and intelligence need to be able to access information, analyse, plan and eventually decide and act through several different platforms like PCs, integrated systems, tablets and smaller handheld devices in various environments. So, my team and I are responsible for the end-to-end lifecycle ranging from research over high-level design paradigms to visual design, interaction design and implementation. In a fast-paced development process, it is required to switch quickly and seamlessly between the different stages and products. I am iterating on short intervals, exchanging and integrating feedback quickly. To achieve this, I have a lot of ownerships and responsibilities and need to communicate proactively and quickly to drive the progress.

04/2021 – 02/2022

[Massive Entertainment - A Ubisoft Studio](#)

Position: Lead UX Designer

Project: [Avatar-Frontiers of Pandora](#) (PlayStation 5 / Xbox series X|S / PC / Stadia / Luna)

Responsibilities: As a Lead UX Designer I lead and manage the UI/UX Design team attend leadership meetings and evaluate/review work alongside other stakeholders. I also had a hand in the improvement of workflows within the company, especially between Gameplay Design, UX, Art and Engineering. Further responsibilities include the creation of style guides, flow charts & information architecture, wire framing, mockups, prototyping and documentation of features. I also work very closely with the UXR department where we organize testing sessions and evaluate the data and feedback together.

01/2019 – 04/2021

[Electronic Arts, Criterion Studio](#)

Position: Senior Experience Designer, Manager

Project: [Need for Speed Heat](#) (PC, PS4, XBOX One)

Responsibilities: As a Lead Senior Experience Designer and Manager I was involved in all features of Need for Speed Heat. My main tasks were to lead and manage the UI/UX Design team consisting of 2 Designers, Attend leadership meetings and evaluate/review work alongside other stakeholders.

I also had a hand in the improvement of workflows within the company, especially between Gameplay Design, UX, Art and Engineering. Further responsibilities include the creation of style guides, flow charts & information architecture, wire framing, mockups, prototyping and documentation of features. I also work very closely with the UXR department where we organize testing sessions and evaluate the data and feedback together.

12/2019 – today

[Games Academy™ Berlin](#)

Position: Guest Lecturer

Responsibilities: As a lecturer I teach at the Games Academy in the fields of User Interface, User Experience Design and Art Direction. I also hold workshops for students in Adobe programs such as Photoshop, After Effects and XD. I also give the students the opportunity to take me through their portfolio so that I can professionally critique their work.

03/2009 – today

[Creative Pixels](#)

Position: Freelancer - Please see website or Portfolio for references.

Responsibilities: Since 2009 I have been working for various clients in the B2B and B2C sector as a freelancer under the name 'Creative Pixels'. I give consultations in the disciplines of UI/UX, Motion Graphics, Game Design, 2D/3D Animation, Print Design and Web/Screen Design. I have worked for clients in the Automotive, IT & Telecommunications and Healthcare sectors.

01/2018 – 11/2018

Digamore Entertainment GmbH

Position: Senior UI/UX Designer

Project: [Football Empire](#) (Mobile - App Store, Google Play)

Responsibilities: I worked as a Senior UI/UX Designer for Digamore Entertainment on a football management strategy mobile game called 'Football Empire'. Being the only UX Designer gave me a lot of responsibility, so I was able to take ownership of the whole development process from initial design to implementation. I worked on features in close collaboration with Game Designers creating wire frames, visualizing ideas, building flow charts and prototypes ready to be handed over to an Artist. I created UI Screens and Animations directly in Unity 3D. We were also taking part in user tests in house and remotely. I was able to do a lot of research on other football manager and strategy games as well as a lot of analysis on user feedback and collected data from our Performance teams. Unfortunately, the project was discontinued.

06/2016 – 12/2017

[Palmer Hargreaves GmbH](#)

Position: Art Director Digital

Projects: [Telekom Park & Joy](#) (App & Website), [Ford Online Accessory Catalogue](#) (Website), [Henkel OLED JEC Exhibition](#) (Interactive Media), [Bayer ISF World Seed Congress](#) (Interactive Media), [Ford Seasonal Animation](#) (Motion Design)

Responsibilities: I worked as a Digital Art Director at Palmer Hargreaves GmbH. At the time I was expanding the Digital Creative team. I had a leading role in defining and implementing new digital skills and agile workflows (wire framing, user journeys, prototyping, creative thinking). As part of this role I had the opportunity to take over an upskilling initiative and lead several internal training workshops in Agile Workflows, Digital Creative Skills and Gamification. I was also involved in many large customer projects and presentations for Palmer Hargreaves blue chip clients.

09/2014 – 05/2016

Ubisoft Studio Mainz & Singapore**Position:** Technical UI Designer**Projects:** [Skull and Bones](#) (PC, PS4, Xbox One), [Might and Magic Heroes Online](#) (Browser Game)**Responsibilities:** I started working for Blue Byte Ubisoft as a Freelancer for their Browser Game 'Might and Magic Heroes Online'. My task was to redesign the Shop System. After my wireframe and prototype concepts were approved I created mockups and implemented the layouts in Adobe Flash (Animate) and Action Script 3. I was then able to collaborate with an Engineer to ensure correct implementation. During the whole process, I was working closely with Game Designers, Artists and Engineers. In 2015 I joined the Team working on 'Skull and Bones' as a Technical UI Designer. As the only Technical UI Designer in the German studio, I worked a lot with the Ubisoft Engine, Anvil. This optimized the workflow and I was able to make improvements for the Artists and Designers. I also worked for a short time overseas in Singapore's Ubisoft Studio. My areas of responsibility were: Menu flows, Option Screen, Controls Configuration Menu, Pause Menu and Ship Customization. For each of those I created Flow Charts and Clickable Prototypes in Balsamiq. Depending on the complexity, I also created some prototypes directly in Anvil and produced Mockups in close collaboration with the Singapore Team. I created PC friendly screens like the Chat Menu and PC Graphics Options. Along the way documenting the UI/UX Flows, Wireframes, Prototypes, Mockups and also lead workshops in Anvil to our support studios.

10/2012 – 11/2014

Funatics Software GmbH**Position:** Game Designer/ Interface Designer**Projects:** [Cultures Online](#), [UFO Online](#), [Panzer General Online](#), [Wickie Online](#) (all Browser games)**Responsibilities:** I started working as a Game Designer for Funatics Software and worked on Projects like 'Cultures Online' and 'UFO Online' (Browsergames). As a Game Designer I worked on features like the Task System, Daily Reward, Craft System and Event Systems, New Tutorial System (New Onboarding) – learning through playing the game and achieving goals. I created Design Concepts and Flows for those features and supplied all UI assets myself. I also had the opportunity to train a Junior Game Designer. I was working on the Concept/vision statement and we produced high-fidelity prototypes to test our design ideas directly in Unity. During the development I switched to the UI department because my strengths and main interest were UI and UX Design. While here I worked on projects such as 'Panzer General Online' in close collaboration with 'Ubisoft Studio Düsseldorf' and 'Wickie Online'.

06/2011 – 09/2012

Capture Media**Position:** Lead VFX-Artist / Interface Designer**Projects:** [Volkswagen Driving Game](#) (interactive Media), [John Deere Agritchnica](#) (Interactive Media), [SMS Siemag LED animation](#) (Motion Design), [Xperia Smart tags](#) (Motion Design), [Hella](#) (Interactive Media)**Responsibilities:** As the Lead VFX-Editor and Interface Designer, I lead the Motion Design and 3D Department. I had a hand in creating Motion Graphics and Interface Designs for multiple devices and platforms such as Touch Devices, Touch tables, Websites and Apps on mobile and tablet for major German and international clients.

02/2008 – 06/2009

Tsunami GmbH

Position: Motion Graphics Designer

Projects: [Bericht aus Berlin](#) (Motion Design), [NDR Ident](#) (Motion Design), [ARD Wahldesign](#) (Motion Design)

Responsibilities: As a Motion Designer I worked for a postproduction agency called 'Tsunami'. I created a lot of Motion Graphics for broadcasting stations like ARD, ZDF, NDR. Additionally, commercials and trailers for customers such as EMI Music, Deutsche Bahn and Deutsche Telekom. I used Movie cutting tools like Final Cut Pro, Avid, Adobe Premiere Pro and After Effects.

09/2006 – 02/2007

[Grey Worldwide](#)

Position: Grafik Designer, internship

Projects: GlaxoSmithKline, Odol-med3, Chlorhexamed, Duschdas, ThyssenKrupp Steel.

Responsibilities: During my university studies I worked for the advertising agency 'Grey Worldwide' in Düsseldorf as a Graphic Design intern in the Creation department. My activities were the development of TV and print projects for the clients 'GlaxoSmithKline' (Odol, Odol-med3, Chlorhexamed), Sara Lee (Duschdas) and ThyssenKrupp Steel as well as New Business. During the internship I took part in the creative process: From Brainstorming and Layout Development to the production of print documents and postproduction.

Qualifications

03/2010 – 03/2011

Scholarship for Game Design at the Games Academy in Frankfurt am Main

2003

3-week linguistic Course in Los Angeles, California USA

2001

4-week linguistic course in Fort Lauderdale, Florida USA

2000

3-month Visite in a Public School in Taunton, England

Education

2004 - 2008

Study at Aachen Applied Sciences Visual Communications, Diploma degree

2007

6-months study at RMIT University Melbourne, Australia
Game Design, Media Design, Media Cultures und 3D Animation

2002

High School - Integrierte Gesamtschule in Bonn, A-Level

Additional Qualifications and interests

Languages

German - native speaker
English - fluent spoken and written
Dutch - fluent spoken and written

Computer Skills

Microsoft Office (Word, Excel, Powerpoint, Project)
Adobe (Photoshop, Flash, Illustrator, InDesign, Premiere, After Effects, Dreamweaver)
Wireframe and Prototype tools (Adobe XD, balsamiq, Figma, Acrobat, Proto.io, Axure) Final Cut Pro, 3D (Maya, 3D Studio Max), Unity3D, Anvil and Frostbite Engine

Hobbies and Interests

PC- and video games, literature, comics, movies, board games and role-playing games, design, sport, art, music, travel, cooking