



## UI | UX DESIGN + CONCEPT ART

# BRANDON PIRRUCCELLO

I am a User Interface & Concept Artist with 10+ years of experience in the video game industry, specializing in UI/UX design and concept art. As a game artist, I have helped deliver AAA-level assets and artwork that has shaped player experiences across live service and narrative-driven titles.

Combining a lifelong passion for games and knowledge with my design expertise, I create UI that is both intuitive and visually immersive, enhancing player engagement while staying true to a game's identity.

Please reach out if you are interested in working together!



### PORTFOLIO

[brandonrp.com/portfolio](https://brandonrp.com/portfolio)

**EMAIL** [me@brandonrp.com](mailto:me@brandonrp.com)

**PHONE** (805) 708 - 2195

# EXPERIENCE

| 2024 - 2025

## FREELANCE

UI/UX Design + Concept Art + Graphic Design

**ART CENTER STUDENT MENTORSHIP** ( Game Design Mentor )

**SUPERPOSITION** ( UI/UX, Graphic Design, Motion Design )

**MIDKNIGHT GAMES** ( UI/UX, Concept Art, Logo Design )

**GODEMICS** ( UI/UX Design )

**WHITE ELK STUDIOS** ( UI/UX, Concept Art, Logo Design )

**EL BUG FARM** ( UI/UX, Graphic Design, Logo Design )

| 2017 - 2024

## RESPAWN ENTERTAINMENT

Graphic Designer ▶ Concept Artist ▶ Sr. UI & Concept Artist

**STAR WARS: ARSENAL** ( UI/UX, Concept Art )

**APEX LEGENDS** ( UI/UX, Concept Art, Graphic Design )

**CANCELED TITANFALL SEQUEL** ( Graphic Design, UI/UX )

| 2013 - 2017

## SECTION STUDIOS

Graphic Designer ▶ Sr. 2D Artist ▶ Lead UI/UX Designer

**AWAKE** ( VR )

**RIVALDS: CRIMSON X CHAOS** ( Mobile )

**DEAD REALM** ( PC, Console )

**DISNEY PLAYMATION** ( Mobile + Toy )

**COVERT** ( VR )

**HOUSE FLIP WITH CHIP AND JO** ( Mobile )

**STARBLOOD ARENA** ( PSVR )

**LEAGUE OF LEGENDS** ( PC )

**ECLIPSE** ( VR )

**ZOMBIE KILLER SQUAD** ( Mobile )

**TINERTIA** ( Console )

**SMART RUNNERS** ( Mobile )

**VLAD: THE IMPALER** ( PC )

**THE ART OF HOMEWORLD** ( Print )

# SKILLS

## ART + DESIGN + CODE

- 12+ years in game development, 7+ years in AAA production.
- Specialized in UI art, logo design, icon design, motion design, and concept art.
- Asset generation and implementation in Unreal Engine and Unity.
- Proficient in both 2D and 3D art and design.

## TOOLS

**2D ART:** Photoshop, Illustrator, After Effects, InDesign, Figma, InVision

**3D ART:** ZBrush, Blender, Keyshot,

**ENGINE:** Unreal Engine, Perforce, Git, IntelliJ IDE

# EDUCATION

| 2016 - 2017

## ROBOTPENCIL

Bootcamp with AJ, Character Design, World Building

| 2013 - 2018

## CONCEPT DESIGN ACADEMY, 3 KICKS, LEARN SQUARED, GNOMON EVENTS

Character Design, Creature Design, Environment Design, World Building, Form Language, Human & Animal Anatomy, Figure Drawing

| 2011 - 2012

## ART CENTER COLLEGE OF DESIGN

Illustration (Entertainment Design) , Saturday High, Workshops

| 2009 - 2010

## SANTA BARBARA COMMUNITY COLLEGE

Graphic Design

| 2007 - 2009

## CAL-POLY STATE UNIVERSITY ( SAN LUIS OBISPO )

Computer Engineering