

WARREN HEISE

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780•964•4554

Education

Certificate, Advanced Illustration
Sheridan College
OAKVILLE, ON (2002 - 2003)

BFA in Print Media
Alberta University of the Arts
CALGARY, AB (1994 - 1998)

Skills

Visual Design & Illustration:
Adobe Photoshop • Illustrator •
After Effects • Animate • Indesign

UI/UX Design: Figma • Adobe XD •
Miro • Jitter • LottieFiles

Prototyping & Development:
Unity • Frostbite • Construct 3 •
Claude Code • Codex

Collaboration: Trello • Notion •
Slack • Jira • GitHub • Confluence

Team Player: Detail-oriented •
Self-directed • Communicator •
Adaptable • Active listener

Selected Game Credits

Slayaway Camp 2 (2024)
Friday the 13th: Killer Puzzle (2018)
The Long Dark (2017)
Dragon Age: Inquisition (2014)
Dragon Age II (2011)
Dragon Age: Origins (2009)
Jade Empire (2005)

Senior UI Artist & UX Designer with over 20 years of experience crafting fun, intuitive and visually compelling experiences for AAA and indie games.

Experience

Senior UI/UX Designer - Devoted Studios

REMOTE (DEC. 2025 - FEB. 2026)

- Provided UX design consultation and system-level guidance across game features.
- Created high-resolution mockups for PC and mobile game UI.
- Implemented user interfaces in Unity in collaboration with engineering and design.

Principal UI/UX Designer - Blue Wizard Digital

COMOX, BC (OCT. 2017 - APRIL 2025)

- Designed and implemented intuitive UIs from wireframe to final release across multiple multi-platform games.
- Created high-quality assets, including layouts graphics, logos and illustrations for marketing, websites, and in-game content.
- Established cohesive visual identities across diverse projects, including web games, nerd bars, and mysterious packages.
- Prototyped and iterated on game concepts, websites, card games, tabletop products, and other interactive media.

Lead UI Artist - Hinterland Studio

CUMBERLAND, BC (2014 - 2017)

- Defined and refined the complete UI system for *The Long Dark*, blending usability with immersive survival aesthetics.
- Developed wireframes, built asset libraries, and crafted motion graphics to enhance the player experience.
- Created maps, posters, and in-game packaging assets for both gameplay and promotional materials.

Lead UI Artist - BioWare / Electronic Arts

EDMONTON, AB (2004 - 2014)

- Led the visual design for the Dragon Age franchise, defining the UI style across three major console/ PC titles and post-launch content.
- Designed UI assets, logos, illustrations, and marketing materials for both in-game and promotional use.
- Managed and optimized the UI art pipeline, collaborating with developers and producers to streamline workflows.
- Led and mentored a small team of UI artists, ensuring brand consistency and meeting production deadlines.