

Robert Mouck

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EXPERIENCE

Graphic Design Director Planet Moon Studios 4/05 - present

- Lead, defined and implemented all UI Design of the company's multi-platform, multi-genre game development for projects spanning from 3 months to 3 years
- Instrumental in creating the look & feel for games ranging from hard-core to casual audience appeal
- Managed and mentored staff of UI Designers and contractors (both on and off site)
- Communicated and collaborated effectively with Leads and staff from every department discipline (both on and off site)
- Effectively served as Lead Artist and UI Manager while working remotely for over a year
- Developed and maintained complete visual identity system for the studio
- Helped to define the studio's localization processes, including managing localized image assets
- Authored studio's "UI Best Practices" document

Lead UI Artist on published titles:

- Tangled (*Wii & DS*)
 - Drawn To Life: The Next Chapter (*Wii*)
 - Booty Blocks (*iPhone*)
 - Battle of the Bands (*Wii*)
 - Afterburner (*PSP*)
 - Infected (*PSP*)
- * 2 unpublished Xbox titles, both which helped to define the initial implementation of Kinect (*Xbox*)

Lead Artist on published titles:

- The Sims 3: Life Moments (*Wii*)
- BrainQuest: Grades 3&4 (*DS*), Grades 5&6 (*DS*)
- Smarty Pants (*Wii*)

Lead Graphic Designer Williams-Sonoma: PBteen 2/04 - 4/05

- Art Directed, managed and implemented constant production of visual assets for the PBteen e-commerce website in it's inaugural year
- Collaborated and mentored in-house Graphic Design staff
- Managed and coordinated with Buyers, Photographers, Copywriters, Developers and Web Engineers
- Developed the "Stylehouse" portion of the website, featuring continuously revolving series of games and downloads

Lead Graphic Designer Stanford University Media Solutions 2/04 - 4/05

- Developed, from concept through production, numerous multi-faced visual branding solutions including logos/identity, packaging, interactive and multimedia presentations for a variety of campus departments and programs
- Lead, defined and implemented dozens of Stanford University department, program and office websites including: CourseWork, Graduate School of Business, School of Medicine, School of Engineering, School of Law, Overseas Studies

Founder/Owner SL26: Design Studio 8/00 - 2/04

- Founded and independently maintained all aspects of running a successful graphic design studio
- Lead, defined and implemented numerous design solutions across multiple forms of media for clients including: Oaklandish, Clarion Audio, MetaSwitch, Kaplan, In-Vision Communications, The Digital Media Academy

EDUCATION

B.S. Applied Art and Design - Graphic Design concentration
California Polytechnic State University, San Luis Obispo CA