MICHAEL NICHOLSON
UI ARTIST & DESIGNER - GAME DEVELOPER

CONTACT

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FAVORITE QUOTE

"A user interface is like a joke. If you have to explain it, it's not that good."

Martin LeBlanc
CEO Iconfinder

CONNECT

mikenart.wixsite.com/portfolio

sketchfab.com/Mike.Nicholson

artstation.com/mikenart

linkedin.com/in/mikenart/

PROFILE

My goal today is what it was from day one: Make great games and work alongside creative, talented people. Learn all I can, and pass along what I know.

Currently I am specializing in User Interface, utilizing the art and design skills developed over my 28 year career in game development.

WORK EXPERIENCE

2021

Lightspeed LA
Irvine, CA

Principal UX Designer
July 2021 – Present

2020

Amazon Games Studio
Irvine, CA

UX Designer
Jan 2020 – May 2021

2019

Blizzard Entertainment
Irvine, CA

Principal UI Designer I
Oct 2016 – Jan 2020

Senior Artist II
Oct 2006 – Jan 2014

2006

Sigil Games Online
Carlsbad, CA

Senior Artist / UI Designer
Aug 2005 – Oct 2006

EDUCATION

Art Institute of Pittsburgh
Associate in Specialized Technology, Visual Communication
1986-1989