



HAGOP JACK MOUMDJIAN
GRAPHIC DESIGN
GAME DEVELOPMENT
VISUAL STORYTELLING

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EXPERIENCE

UBISOFT SAN FRANCISCO
UI VISUAL DESIGNER
(FEB 2021 - MAR 2022)

Creating & streamlining user interface, iconography, and visual presentation for XDefiant, a new free-to-play FPS.

GRAPHIC DESIGNER
(MARCH 2019 - FEB 2021)

Responsible for the design and conception of consumer-facing campaigns, official key art, and internal design guidelines on multiple AAA video game releases under the direct guidance of the Art Director.

BLT COMMUNICATIONS
JUNIOR DESIGNER

Designed and retouched various logos, key art, and presentation books for upcoming films and TV series.

MOCEAN LA
PRODUCTION ARTIST

Created a series of vinyl album artwork and posters to be used in the CNN documentary series, Soundtracks.

BOND
PRODUCTION ARTIST

Retouched and edited multiple key art assets and designed preliminary comps for several upcoming feature films.

EDUCATION

**THE ART INSTITUTE
OF CALIFORNIA**
BACHELOR OF SCIENCE
GRAPHIC DESIGN
(2011 - 2015)

STANDOUT PROJECTS

- XDEFIANT
- WATCH DOGS LEGION
- ASSASSIN'S CREED VALHALLA
- RIDERS REPUBLIC
- ANNO 1800
- JUST DANCE 2021
- WONDER WOMAN
- ROGUE ONE
- ATOMIC BLONDE
- SPIDER-MAN: HOMECOMING

SKILLS

- NODE-BASED GAME ENGINES
- ART DIRECTION
- USER INTERFACE / UX
- ILLUSTRATOR
- PHOTOSHOP
- INDESIGN
- KEY ART
- TYPOGRAPHY
- ADVERTISING
- BRAND / IDENTITY
- PACKAGING / DIELINE

