

## EXPERIENCE

### UX and Visual Designer | Panda Pod Hotel

MAR 2020 - NOV 2020, VANCOUVER, BC

- Collaborated with project manager/art director to create a user-friendly app and website for the 1st pod hotel in Vancouver.
- Worked with the development team to implement the app and website to completion.

### Principle | Factory1 Studios

FEB 2012 - MAR 2020, VANCOUVER, BC

- Led design team for outsourced art and game development on over 40 popular Pogo/EA Casual Games.
- Provided 3D and UI visual services to companies including Celine, ReThink, Native Shoes, Nike, HUMAN, Zooky, SpeakEasy, Genesis Robotics.

### UX and Visual Designer | ACD Systems

OCT 2012 - JAN 2017, VICTORIA, BC

- Successfully refreshed all ACD Systems branding, packaging and web design.
- Full software UI and added feature redesign resulting in sales increases.
- Designed weekly marketing campaigns for ACD software promotions.

### UI + 3D Artist | PopCap Games

MARCH 1995 - NOV 2020, VANCOUVER, BC

- Art Lead for 10+ PopCap/EA casual games.
- Created art development pipelines to smoother streamline 3D scene development for hidden object games as well as other casual game projects.
- Created a flexible UI/UX design to scale up for future products.

### UI + Environment Artist | StormFront Studios

FEB 1999 - FEB 2001, SAN FRANCISCO, CA

- Lead Artist on Nascar 2000, PC & PlayStation 2 (Electronic Arts).
- Created a new lighting system with developers for in-game environments.

### Lead Environment + UI Artist | Electronic Arts

MARCH 1995 - 2020, VANCOUVER, BC

- Environment Art Lead on the FIFA Soccer franchise for N64, Playstation 2, and PC.
- UI Artist on the N64, Playstation 2, and PC Platforms.
- Redesigned stadium and environment building process to take advantage of emerging 3D rendering technology.

## PROJECTS

### Kollabra - UI / UX Designer | BRAINSTATION

Designed mobile application to connect creators to skilled professionals to help them better scope and execute their projects.

### Foodize Mobile Application - UI / UX Designer | BRAINSTATION

Designer on a team project mobile application to help people manage their groceries in a sustainable and cost-effective manner through identifying their food shopping patterns and meal preparation needs.

# Lasko Konopa

## UX and Visual Designer

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## SKILLS

Figma, InVision, Adobe XD, Adobe Illustrator, Photoshop, AfterEffects, 3DS MAX, Vray, KeyShot

## PROFILE

UX is an exciting and ever-evolving area of design. With a solid and diverse background in gaming, 3D, and design I am able to leverage my previous experience to create new and innovative UI and UX experiences for the end-user.

## EDUCATION

### BrainStation | Diploma UI/UX Design

#### Bootcamp

JULY 2021 - SEPT 2021, VANCOUVER, BC

### Emily Carr | Part-Time, Graphic Design

JUN 1991 - NOV 1991, VANCOUVER, BC