

Jesse Greenberg

UI / Design / Art

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Meta (Sanzaru)

Lead UI Artist (2020 - 2024), Principal UI Artist (2024 - Present)

Led the UI art team for the highly awarded Asgard's Wrath 2 and am helping define the UI direction for upcoming titles. My role involves conceptualizing the look of the interface and collaborating with design and engineering to bring ideas to life in Unreal. I do this by guiding features through the full process of design, functional prototyping, and final implementation. I also mentor my UI teammates and establish production workflows to ensure high-quality standards across the project.

Sanzaru Games (acquired Meta)

Lead UI Artist (2015 - 2020)

Led the UI art team for titles including Asgard's Wrath, Marvel Powers, and Tron Run/r. I guided projects from concept to final implementation, ensuring a consistent visual style throughout the experience. I utilized Unreal to create polished 3D interfaces that set the standard for VR interactions.

Nexon M

Senior UI Artist (2013 - 2015)

Partnered with external studios to provide UI design, art direction, and key art for numerous projects across iOS and Android. Led user interface design, concept art, and illustration for internal projects while managing a team of artists to ensure unified design execution across all platforms.

Gloops (acquired by Nexon M)

Senior UI Artist (2012 - 2013)

Responsible for UI art, illustration, and FX for mobile titles using Unity and Flash. Developed interactive prototypes to define user experience and gained international experience collaborating with teams in Japan and Vietnam. Shipped the mobile RTS game Apoc Wars.

Trilogy Studios

UI Artist (2008 - 2011)

Responsible for illustration and UI art for social games and interactive projects for clients including DreamWorks, MTV, and Universal Studios. Collaborated with directors and art teams to deliver Kung Fu Panda World and a top-selling Harold and the Purple Crayon iPad app.

Big Spaceship

Junior Designer / Co-op (2005 - 2006)

Produced art and animation for immersive film and brand websites, including Batman Begins, War of the Worlds, and Nike Air. Transitioned into a Flash games artist role, contributing to multiple award-winning interactive projects.

Education

University of Cincinnati, DAAP
Bachelor of Science in Digital Design
Graduated Cum Laude, Class of 2007

Skills

UI/UX, Game Dev, AR/VR, Mobile, Wireframing, Motion Graphics, Prototyping, VFX, Unreal Engine, UMG, Unity, Cinema 4D, Photoshop, Illustrator, After Effects, Figma, Scripting, Gen AI