



TERESA YAU

Art Director & UI/UX Designer

Extensive experience in hiring and managing multidisciplinary teams across multiple projects.

Accomplished in executing multi-platform UI/UX, motion graphics, and art pipeline development and with artistic mastery and technical excellence.

Focused and able to remain flexible with changing priorities and extreme pressure.

Intrinsically motivated to perform with high integrity, possessing outstanding problem solving and effective communication skills.



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EMPLOYMENT

Present

SuperTeam Games

Nov 2021

Established Art Direction for STG Football. Developed pipeline for art assets to support the game and future products as Live Services.

Supervised and executed creative direction of trailers and other video content, Unity UI, Web UI, social media creative, and marketing/publishing art through internal and Outsourced team members.

Developed and presented creative vision pitch documents and art production documents.

Worked with the NFLPA to maintain licensing compliance.

Nov 2021

EA/ Glu Mobile/ Cie Games

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Feb 2012

Glu Pen / EA:

Tap Sports Franchise: Defined and executed on production of MLB Player assets.

WWE, Deer Hunter, and other IP: UI prototyping, UA Videos, marketing, and social assets.

Cie Games / Glu Long Beach:

Developed art direction of new IP including Car Town, Racing Rivals, Katy Perry Pop, and more.

Managed onboarding, communication, and feedback for 4 art teams of 30 artists.

Feb 2012

NTB Media

UI Artist

Jan 2009

Created a trivia widget for various brand platforms using ActionScript for Flash. Created flowcharts and wireframes for integrations, then embedded the app using HTML/CSS in partner sites.

Jan 2008

inXile Entertainment

UI Artist

Apr 2007

Line Rider, Monster Pals, Baby Pals:

Created concept art and UI for Nintendo DS and Wii Games according to the established style guide.

EDUCATION

2003 - 2006

Art Institute of CA, Orange County Bachelors of Science, Media Arts & Animation