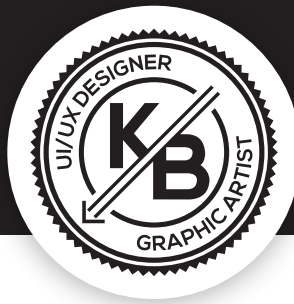


# KEVIN BEDARD



 (760) 473-6751

 kevinbedard.com

 me@kevinbedard.com

 /in/kevinbedard



## WORK EXPERIENCE

### ZYNGA | Sr. Experience Designer

April 2012 to November 2014 | November 2015 to Present

Leading UI effort on widely successful mobile games such as Wizard of Oz Magic Match, Farmville Harvest Swap, Ninja Kingdom, Bubble Safari (#1 game on Facebook) and Cafe World. Pushing the boundaries of user experience by creating delightful and easy-to-use interfaces, easy to use and grounding them with animation for a memorable experience.

### NTN BUZZTIME | Lead UI/UX Designer

November 2014 to March 2016

Responsible of the Design and Experience of our Self-Dining service (Menu, Order & Pay) as well as our client Brand Integration. Managing art outsource for Advertisement / Marketing department, overseeing and Art Directing Motion Graphics. Creating Motion Studies and Designs for the Sales and Games teams.

### CAKEMAIL | Lead Creative

January 2012 to February 2012

Responsible of designing the User Interface and Experience for our White-Label Email Marketing platform. I also was in charge of everything that needed to be done on marketing front, social medias, websites, etc.

### THQ | Sr. UI Artist

July 2017 to February 2008

Worked on Deadly Creatures (Nintendo Wii). Was responsible of creating a minimalistic but fonctionnal and intuitive UI that would immerse the user into the POV of our characters (a tarentula and a scorpion).

### ELECTRONIC ARTS | UI Artist / Sr. UI Artist / UI Art Lead

February 2006 to July 2007 | February 2008 to January 2010

Worked and delivered Army of Two: The 40th Day (AAA Game on XBOX 360 and PS3), Spore Hero (Wii, as the UI Art Lead), Boogie (Wii and Nintendo DS), SSX Blur (Wii) and NHL 07 (XBOX, PS2, PC, PSP)



## EDUCATION

1996

Ecole d'education internationale de Laval  
500+ hours of community services

2001

Ahuntsic College  
D.E.C. Infography

2005

Maisonneuve College  
D.E.C. Multimedia - Octas 2005 Award  
Finalist for "Game of the Year"



## SKILLS & INTERESTS

### ★★★★★ LEGENDARY STATUS

Adobe Suite (Photoshop, Illustrator, After Effects, InDesign), Unity3D, User Experience, User Interface, Infography, HTML5 & CSS3, Graphic Design, Wireframes (Moqups, Azure, etc.)

### I AM ALSO REALLY GOOD AT...

Illustration, Iconography, Logo Creation, Marketing, Web Design, Responsive Design, PHP & MySQL, React-Native, Javascript ES6, Mobile Development, Concept Art, Maya 3D

### OUTSIDE OF WORK

Husband and father first, I am also a very active person, I play Ice Hockey and practice Brazilian Jiu-Jitsu multiple times a week. I also love playing Tennis, Golf and Rugby to name a few.

As part of my creative life, I love photography, do some freelance website/logos/brand identity & draw. I am also an avid woodworker and gamer, I enjoy a game of League of Legends and Overwatch whenever I can.