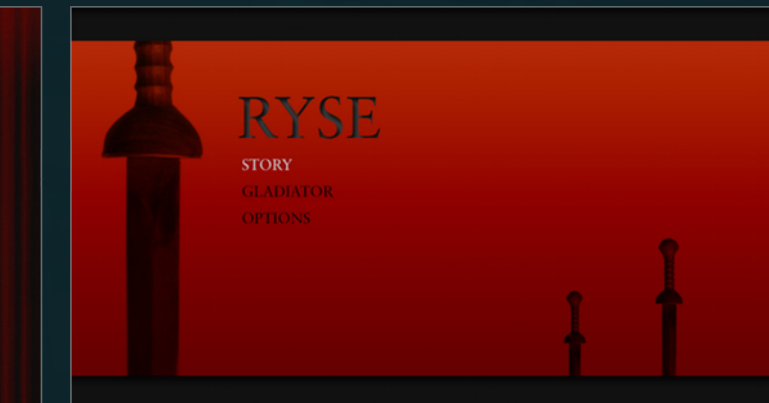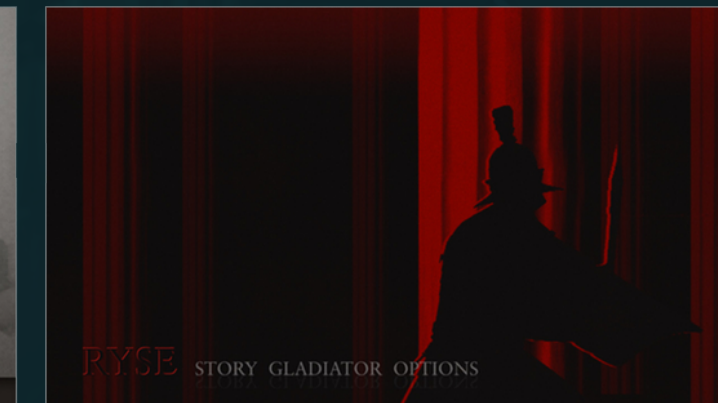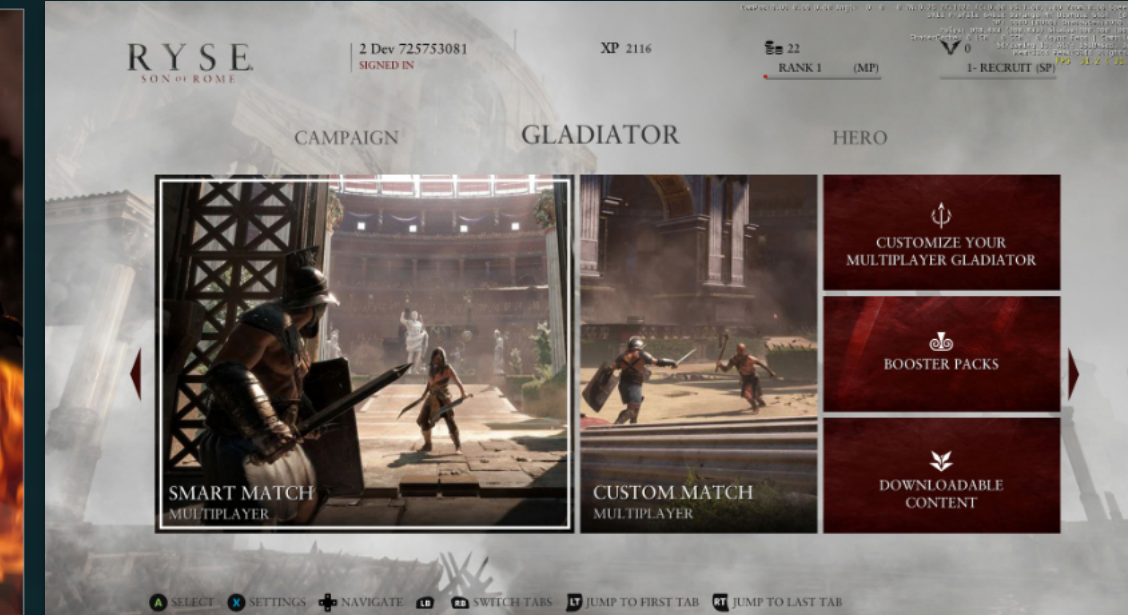# SIMON BURSEY PORTFOLIO 2023

contact: jobs@burseys.com

OVERVIEW

I was the UI Director on XBox One Launch title Ryse Son of Rome.

I worked closely with MicroSoft and Crytek's UI team to define the look and feel of the in-game and frontend UI.

IN GAME HUD (LEFT)

I created several pieces of artwork for the main HUD and implemented it in Flash and Cryengine.

FRONTEND (TOP RIGHT)

I created various concepts for the frontend, and implemented several elements in the final version.

VFX MOCKUP (BOTTOM LEFT)

A "stealth task" to work out how the VFX could look for a powered up state.

▶ **RYSE GAMEPLAY**
CLICK TO VIEW ON YOUTUBE

UI TEAM WORK

AEGIS HUD – DAVE PENN / STYLOW

VEHICLE LOADOUT TERMINAL – RICHARD MARSDEN

CRIME TERMINAL HACK – BRUNO WILLIAM

DEPARTURES BOARD – RICHARD MARSDEN

OVERVIEW

In various lead UI roles including UI Director I was responsible for all the UI on the Star Citizen games later moving to focus solely on Squadron 42.

Most hands on work has been confidential prototypes and technical implementation so I've shown a selection of images my team created for Star Citizen.

IN GAME HUD (LEFT)

I worked closely with the vehicle and actor teams to define the layout of the vehicle and FPS UI, working with outsourcers and in house artists to create sci fi movie quality visuals.

IN WORLD SCREENS

(TOP RIGHT, BOTTOM LEFT)

I worked on the high level UI and UX design of various screens, directing the team to concept and implement a wide range of 3D and 2D in world screens.

FLUFF SCREENS

(BOTTOM RIGHT)

I've helped direct the team to create hundreds of cool sci-fi background screens and worked hands on to set up pipelines, technical implementation and animation.

OVERVIEW

I art directed colourful free to play farming game Angry Birds Holiday.

GAME WORLD (LEFT)

I strove to push the technology and create one of the first 3D mobile games, working with Rovio to achieve a colourful aesthetic themed around the movie.

UI (TOP RIGHT)

Working with a small team talented of artists I helped define the look of the UI with an eye on retention and monetisation.

STORYBOARDING

(BOTTOM RIGHT)

In a game about looking after various Bad Piggies, I storyboarded various character animaton sequences and created the first character models to make sure the game was technically high quality and full of humour.

ANGRY BIRDS HOLIDAY GAMEPLAY
CLICK TO VIEW ON YOUTUBE

SUPERSTAR

QUICK PLAY

RANKED SEASON

STARTS IN 3D 4H

CUSTOM GAME

PRACTICE

ONRUSH™
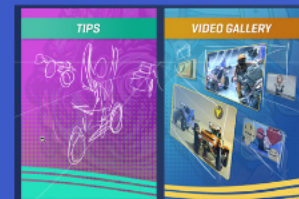
RULES:
START BY CHOOSING THE COLOURS TO WORK WELL WITH EACH OTHER ON THE PAGE
SKETCH A LAYOUT - USE A LAYOUT WHERE THE TILES COMPLEMENT EACH OTHER EG. ON THE PLAY MENU THE VEHICLES ARE ALL COMING OUT OF THE CENTER OF THE SCREEN
CONSISTENT PLACEMENT OF ELEMENTS EG. BANNER
ONLY 2 COLOURS PER TILE
NEEDS AT LEAST ONE RENDERED CHARACTER OR VEHICLE AS A FOCAL POINT
CHARACTERS AND VEHICLES SHOULD MATCH THE COLOURS CHOSEN FOR THE TILE
ANYFORTY GRAPHIC SUBTLY POSITIONED AT THE BACK

ONRUSH (TOP)

I helped tighten up the look of the UI and cinematics for this vibrant team based racer.

QUARANTINE (BOTTOM LEFT)

I refined the UI and overall look of this Pandemic inspired game to bring it up to release quality.

MINUTES (BOTTOM RIGHT)

I art directed and created most of the in game assets for this TIGA award winning bullet hell game.
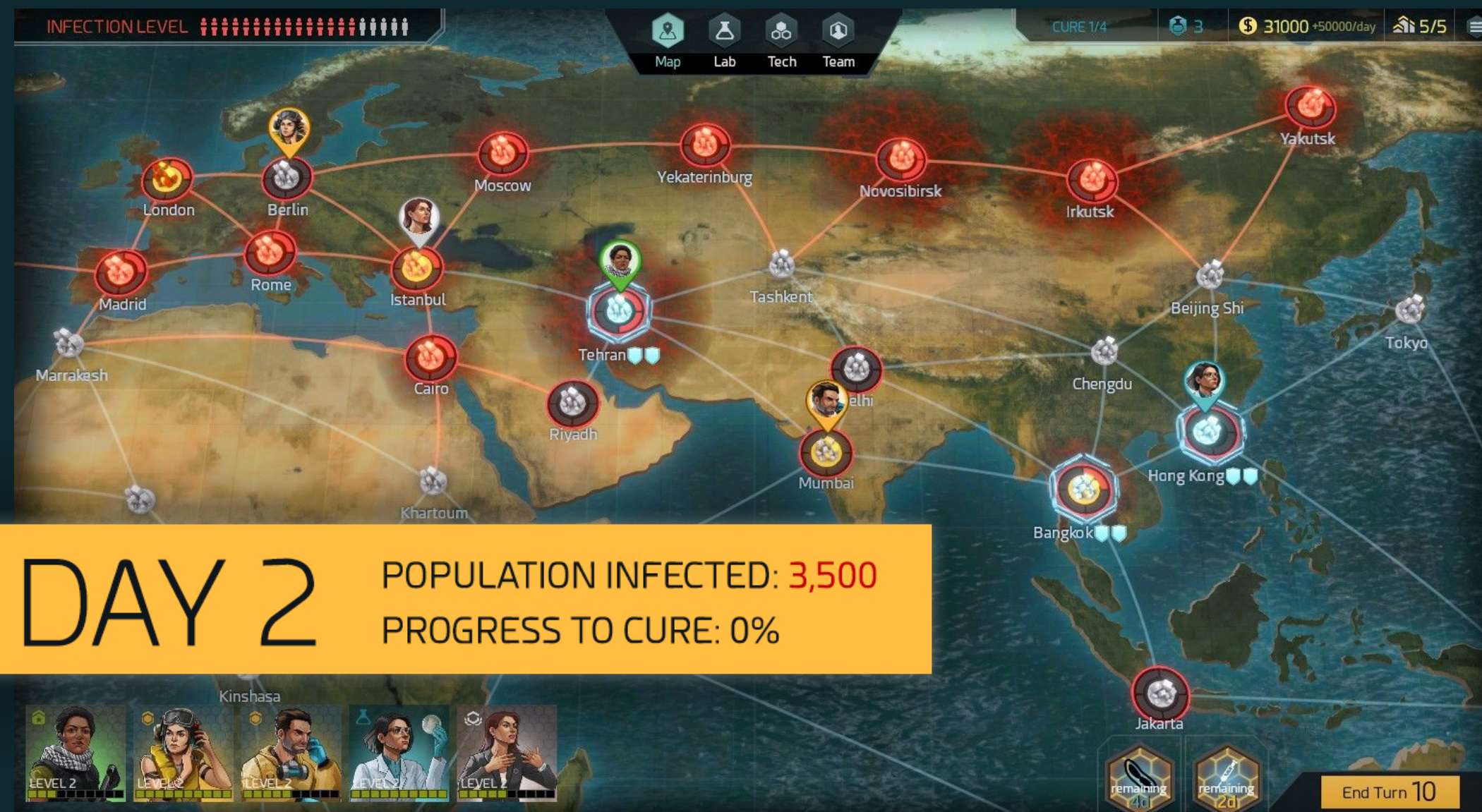
▶ **ONRUSH TEAM TRAILER**
CLICK TO VIEW ON YOUTUBE

▶ **ONRUSH OSD MOCKUP**
CLICK TO VIEW ON YOUTUBE

▶ **MINUTES GAMEPLAY TRAILER**
CLICK TO VIEW ON YOUTUBE

INFECTION LEVEL

CURE 1/4 3 💰 31000 +50000/day 5/5

Map Lab Tech Team

Yakutsk

London Berlin Moscow Yekaterinburg Novosibirsk Irkutsk

Madrid Rome Istanbul Tashkent Beijing Shi Tokyo

Marrakash Tehran Chengdu

Cairo Delhi

Riyadh Mumbai Hong Kong

Khartoum Bangkok

Kinshasa Jakarta

LEVEL 2 LEVEL LEVEL LEVEL!

remaining remaining End Turn 10

DAY 2 POPULATION INFECTED: 3,500
PROGRESS TO CURE: 0%

4,832
210,000

!

4

OVERVIEW

I was a co founder and Art Director at Bigbig Studios which eventually became part of Sony.

PURSUIT FORCE 1 AND 2 (LEFT)

As well as art directing, I worked hands on as a technical artist and animator, creating several pieces of marketing art.

MOTORSTORM ARCTIC EDGE

(TOP RIGHT)

I helped to boil down PS3 game Motorstorm to a sequel that looked comparable on the much less powerful PSP. Hands on work included Cinematics, VFX, UI and Marketing.

LITTLE DEVIANTS

(BOTTOM RIGHT)

I art directed this cartoony launch game designed to showcase the abilities of the PS Vita, hands on work focussed mainly on the UI and VFX.

▶ **MOTORSTORM TRAILER**
CLICK TO VIEW ON YOUTUBE

▶ **PURSUIT FORCE TRAILER**
CLICK TO VIEW ON YOUTUBE

▶ **LITTLE DEVIANTS TRAILER**
CLICK TO VIEW ON YOUTUBE

OVERVIEW

In my limited spare time I like to practice new skills and try out new ideas.

DIGITAL PAINTING

(TOP LEFT, RIGHT)

Although I'm no expert, I enjoy painting and sketching concepts on my iPad.

COVER ART (TOP MIDDLE)

I created cover art for several singles for indie band Macroscope.

3D TECH ART (BOTTOM LEFT)

I have worked on various personal projects to keep up my skills in 3D Modelling, Geometry Nodes, Photogrametry and Procedural textures.