RUSSELL VACCARO

PRINCIPAL UI/UX ARTIST | LEAD UI ARTIST

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PROFILE

UI/UX artist and UI art lead with 29 years of game development experience, spanning AAA franchises and independent projects. Combines visual design, interface animation, reusable UI systems, and hands-on engine implementation. Experienced guiding UI art from early concepts through shipped games and partnering with UX, design, and engineering to create clear, cohesive player experiences.

CORE EXPERTISE

Visual UI design • HUDs and menus • Typography and visual hierarchy • Iconography • UI animation and VFX • Interaction states • Prototyping • Reusable components • Art direction and team collaboration

Tools: Unreal Engine, UMG, Blueprint integration, UI materials and instances, Photoshop, Illustrator, Figma, 3ds Max, Jira, Confluence

SELECTED SHIPPED TITLES

Fae Farm • Crash Bandicoot 4: It’s About Time • Spyro Reignited Trilogy • Skylanders: Imaginators • Skylanders: Trap Team • Sid Meier’s Civilization V

PROFESSIONAL EXPERIENCE

Scopely | Principal UI/UX Artist

September 2025 – September 2026 | Remote

- Built the UI art foundation for an unreleased Unreal Engine game, producing HUD systems, ability widgets, scoreboards, reticles, icons, and interaction states.
- Created reusable widgets, shared materials, color styles, font sources, and animation states to support consistent production and faster iteration.
- Prototyped in engine with UX, design, art, and engineering to clarify requirements and communicate readable gameplay states.

Pragma | Contract UI Artist

June 2025 – July 2025 | Remote

- Created adaptable UI for Accounts, Social, and Commerce products, covering authentication, social services, monetization, and SKU management.
- Designed a reusable presentation layer to make complex platform functionality clear for game teams.

Elodie Games | Senior UI Artist

September 2024 – April 2025 | Remote

- Delivered the UI foundation and production screens for an early-access MVP in close collaboration with design and engineering.
- Established reusable visual and interaction patterns to accelerate screen development and reduce rework.

PROFESSIONAL EXPERIENCE CONTINUED

Phoenix Labs | Senior UI Artist and Lead

June 2021 – May 2024 | Remote

- Led UI art for Fae Farm from concept through ship in Unreal Engine, defining the visual language and producing final in-engine interfaces.
- Created screens, HUDs, icons, animation, interaction states, and reusable components for a cohesive, approachable player experience.
- Partnered with UX and engineering on implementation requirements and guided visual quality through feedback and multidisciplinary collaboration.

Toys for Bob | Senior UI Artist and Lead

December 2012 – May 2021 | Novato, California

- Owned UI art and UX execution from early concepts through final implementation using proprietary technology and Unreal Engine.
- Contributed to Crash Bandicoot 4: It’s About Time, Spyro Reignited Trilogy, Skylanders: Imaginators, and Skylanders: Trap Team.
- Produced HUDs, screens, icons, typography, animation, visual effects, and reusable interface patterns in collaboration with design, engineering, art leadership, and external IP stakeholders.

Firaxis Games | Lead UI Artist

August 2007 – August 2010 | Sparks, Maryland

- Led UI art for Sid Meier’s Civilization V, helping establish its interface language and production approach.
- Partnered with design and engineering on a templated UI system and shared components that supported real-time artist-driven updates.

Bethsoft Games | UI and 3D Artist

February 2004 – June 2006 | Hunt Valley, Maryland

- Created UI, 3D assets, and environments for IHRA Drag Racing Sportsman Edition and IHRA Drag Racing 2005 across multiple platforms.

ADDITIONAL EXPERIENCE

Breakaway Games — 3D and Animation Artist, 2001–2003
DSBox Inc. — 3D Artist, 2000–2001
Imaginaria Inc. — UI and 3D Artist, 1998–2000
Stanley Associates — UI and 3D Artist, 1997–1999

Freelance clients include Firaxis Games and Big Huge Games, with modeling, rigging, animation, sprites, icons, and prototype art for Civilization IV, Civilization III: Conquests, and Rise of Nations: Thrones and Patriots.

EDUCATION

Maryland Institute College of Art
Bachelor of Fine Arts in General Fine Arts | Cum Laude