BRADEN LEAGUE

Artist ▪ Designer ▪ Creative Coder ▪ UI Technical Artist

bradenleague.com
bradenleague@gmail.com
@bradenleague
(206) 502-5653

GAMES
Halo Infinite
Tom Clancy's The Division 2
Dropzone

SKILLS
Game Development
UI/UX
Graphic Design
Motion Graphics
Performance
Python
JavaScript
Visual Scripting

MICROSOFT / 343 INDUSTRIES Seattle, WA
Senior UI Technical Artist, 2024 - Present
- Product Owner on unannounced Halo project.
- Prototyping and implementing UI in Unreal Engine 5.

UI Technical Artist, 2020 - 2024
- Led UI/UX optimization efforts on Halo Infinite, reducing the memory footprint by over 50MB.
- Implemented UI and motion graphics for use in campaign and cinematics.
- Developed objective markers for both campaign and multiplayer, driving improvements in player experience.
- Designed seasonal UI and worked on game design for Infection and Firefight modes in post-launch support.
- Partnered with Slipspace engine tools team to refine the development tools.

Massive Entertainment – A Ubisoft Studio Malmö, Sweden
UI Technical Artist, 2017 - 2020
- Developed gameplay UI elements such as the HUD and megamap.
- Partnered with the "living world" gameplay team to create engaging player activities between missions.
- Built the system for playing ambient music in the open world.
- Worked on seasonal updates like the perma-death "Hardcore" mode and coordinated the creation of a cosmetic reward.
- Contributed to the UI development for the Warlords of New York expansion.
- Utilized Snowdrop, Ubisoft's proprietary engine and its node-based scripting language, for creating and integrating UI elements.

Sparkypants Baltimore, MD
UI Developer, 2015 - 2017
- Contributed to the development of a free-to-play MOBA called Dropzone, focusing primarily on gameplay UI.
- Started as an intern and transitioned to full-time after graduation.
- Designed and implemented the first several iterations of the tutorial, collaborating closely with a UX partner for refinement.
- Built UI with Coherent UI, a middleware that enabled development using HTML, CSS, and JavaScript, mirroring web development workflows.

Maryland Institute College of Art Baltimore, MD
BFA, Interactive Arts, 2011 - 2015
- Studied abroad at The Film and TV School of the Academy of Performing Arts in Prague, Czechia (2014), earning credits toward the BFA degree.