




WILL BANH

UI DESIGNER / DEVELOPER / PRODUCER

778-877-7320 

banhwill@gmail.com 

LINKS

 www.willbanh.com

 www.linkedin.com/in/willbanh

EDUCATION

CERTIFICATE, COMPUTER SYSTEMS

British Columbia Institute of Technology (BCIT)
Burnaby, BC
2018 - 2020 (With Distinction)

ASSOCIATE CERTIFICATE, AGILE DEVELOPMENT

British Columbia Institute of Technology (BCIT)
Burnaby, BC
2019 - 2020 (With Distinction)

SENIOR MANAGEMENT CERTIFICATE, NEW MEDIA DESIGN & WEB DEVELOPMENT

British Columbia Institute of Technology (BCIT)
Burnaby, BC
2013 - 2014 (With Distinction)

DIPLOMA, GAME ART & DESIGN

Art Institute of Vancouver
Burnaby, BC
2005 - 2007

SKILLS

ADOBE CREATIVE
SUITE



HTML, CSS &
JAVASCRIPT



AGILE & SCRUM
METHODOLOGIES



C#, JAVA, C++



MOTION DESIGN



GRAPHIC & UI
DESIGN



PROFILE

A gaming industry professional with years experience working in the video games industry. Has previous experience working for Electronic Arts on global franchises such as FIFA and FIFA Ultimate Team. Has worked on development teams that utilize an Agile development framework and Scrum. Has experience coordinating with teams in multiple territories spanning different time-zones and can manage working on multiple projects simultaneously.

EMPLOYMENT HISTORY

FREELANCE | Graphic / Motion Designer

2011 - 2019

Worked with clients to create:

- Graphics / Illustrations
- Branding Identities
- Motion Graphics

Created fully animated episode of Off The Record: With Michael Landsberg (OTR) for TSN that aired on Canadian television in July 2013.

ELECTRONIC ARTS VANCOUVER | Motion / Graphic Designer

Burnaby, BC | April 2014 - October 2016

Worked on the FIFA marketing designing:

- Motion assets for social media and in-game
- Branding identities for FIFA Ultimate Team seasonal packs
- Game capture and screenshot touch-ups
- Presentation decks for directors, producers and managers

THINKING BOX | Web Developer / Intern

Vancouver, BC | March 2014 - April 2014

Worked on an Agile & Scrum development team developing tablet applications using HTML, CSS & JQuery. Was mentored by the Technical Director and Senior Developers.

ROCKET GAMING SYSTEMS | Technical Artist

Vancouver, BC | April 2012 - August 2012


Worked on casino slot machine games designing:

- Graphics
- UI elements and layout
- Marketing pamphlets



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EMPLOYMENT HISTORY

RELIC ENTERTAINMENT | Development Tester

Vancouver, BC | August 2010 - July 2011

Performed the following tasks for Space Marine and Dawn of War II:

- Game testing
- Compliance testing (XBOX 360 / PS3)
- Creating and maintaining test suites and updating documentation

VMC (Electronic Arts Vancouver) | Test Coordinator / Assistant Producer

Burnaby, BC | May 2008 - July 2010

Worked on an Agile & Scrum development team performing the following tasks for FIFA 09 - FIFA 11:

- Assisted Senior Producers on production tasks
- Person of Contact (POC) for FIFA Game Modes QA
- Held daily scrums and facilitated QA retrospective ceremonies
- Managed and tracked bugs using DevTrack software and burndown charts
- Coordinating test efforts with development and outsourced partners

VOLUNTEER WORK

PACIFIC ASSISTANCE DOGS SOCIETY (PADS) | Puppy Co-Raiser / Volunteer

Burnaby, BC | January 2019 - January 2020