BILL OBASI

2D Artist | Visual Designer | Engine Implementation
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PROFESSIONAL SUMMARY

- 2d artist with 8+ years of experience designing high-quality interfaces, motion graphics, and visual systems for AAA console and PC titles.
- Shipped major releases at Wargaming and V1 Interactive, with hands-on engine implementation in both Unreal Engine 4 and Wargaming's proprietary engine.
- Strong foundation in visual design, illustration, and icon/emblem creation, with production experience spanning HUD systems, menu architecture, motion graphics, and localization.
- Proven collaborator with designers, engineers, and art leads in fast-moving live-service and ship-title production environments.

PROFESSIONAL EXPERIENCE

Senior UI Artist | 8 Circuit Studios | April 2026 - Present
Unreleased Title | Sci-Fi First-Person Shooter | PC, PlayStation 5, Xbox Series X | Unreal Engine

- Leading the UI art pipeline from concept design to implementation, in charge of HUD elements, badges, medals, icons, screen design, style guides, and visual branding of the unreleased Sci-Fi Title.

UI Artist II | Wargaming.net | March 2021 – January 2025
World of Tanks: Modern Armor | Military Action / Live Service | PC, PlayStation 5, Xbox Series X | Wargaming Proprietary Engine

- Designed and illustrated hundreds of UI assets across all areas of the game, including HUD elements, badges, medals, icons, localization, and event graphics for a live game with tens of millions of registered players.
- Created UI screens and promotional banner assets for crossover events with major IPs such as Warhammer 40,000 and celebrity collaborations including Arnold Schwarzenegger.
- Developed and maintained style guides for seasonal releases, ensuring visual consistency across multiple features and cross-disciplinary teams while reducing asset review cycles from three days to one.
- Concepted 2D motion graphics and VFX ideas supporting cinematics, ability cues, and animated UI elements including loading screens and event interfaces.
- Implemented UI assets directly in the proprietary engine, trained new artists on the UI pipeline, and partnered with engineering to optimize performance and resolve 50+ UI-related bugs.
- Contributed to a fast-moving AAA live-service pipeline supporting frequent updates, new content releases, and promotional events, collaborating daily with artists, art directors, engineers, and producers.

UI Artist & Illustrator | V1 Interactive | September 2018 – March 2021
Disintegration | Sci-Fi First-Person Shooter | PC, PlayStation 4, Xbox One | Unreal Engine

- Served as the sole UI Artist on a team of 30, taking the project from prototype to launch and shipping simultaneously across PC, PS4, and Xbox One.
- Designed UI screens, system flows, HUD layouts, menu structures, wireframes, localization implementation, and iconography for the full duration of production.
- Concepted motion graphics and VFX treatments for abilities, FX cues, and menus.
- Implemented UI assets inside Unreal Engine 4, working directly with engineers to ensure proper integration, performance, and responsiveness.
- Created mood paintings, concept explorations, and early visual direction used in studio pitch decks.

Illustrator / 2D Artist | CBO LLC | February 2021 – Present

- Providing visual design and illustration services for indie studios and established creative companies, delivering production-ready assets across illustration, iconography, emblems, banners, and promotional graphics. Clients include Media Dojo, Buck Creative Studios, High Voltage Games, Coincidence Games, and additional partners under NDA.

EDUCATION

Visual Design | Seattle Central Creative Academy | 2016 – 2018
Digital Art and Animation | DigiPen Institute of Technology | 2013 – 2015

SKILLS & TOOLS

Software: Adobe Creative Suite | Blender 3D | Unreal Engine 4 | Scaleform Proprietary Engine
Disciplines: HUD Design | Menu Architecture | Iconography | Emblem Design | Motion Graphics | Illustration | Prototyping / Wireframing | Localization | Graphic Design