



Andrew Elmore

VISUAL DESIGNER &
COMPOSER in SEATTLE, WA

CONTACT INFO:

✉ ANDREW.M.ELMORE@GMAIL.COM

🌐 ELMORE.DESIGN

☎ (253) 514-5720

For the past half decade or so, I've been doing a broad range of design work at **Bungie**, primarily working on **Destiny 2**. I joined the VIZD (Visual Identity/Design, since renamed **Bungie Creative Studios**) team in April of 2019, right after **Bungie** became independent again, following the **Activision** split. I helped develop and refine our internal systems and processes for getting our first expansion shipped independently, and for every new expansion and content season since then—until I was affected by the studio-wide layoffs on October 30th, 2023. During that time I've also worked in a freelance capacity on various other games in different creative roles.

At **Bungie**, I've worked on everything from in-game art and design, internal studio branding, original art illustration for limited and evergreen merch and apparel, website design, 3D art compositing, in-engine photography, physical wayfinding signage and iconography language for HQ, promotional material across digital and physical media, localized metadata image sets with thousands of outputs for first party storefront platforms, retail packaging, event spaces, and innumerable production design projects as needed. In late 2022 I transitioned focus off of **Destiny 2** graphic design, and onto broader internal **Bungie** brand visual design.

Prior to **Bungie**, I spent two years doing much the same type of work at **Alaska Airlines**, as the primary brand studio designer for their internal creative agency team. There I was responsible for everything from commercial aircraft liveries and marketing campaigns to complex event spaces for press releases, brand activations, and shareholder events.

I've also been working in music composition, sound design, and audio production since I was a kid. I'll happily play whatever instrument is in front of me, and I'll try my best to do something interesting with it. I grew up playing in all kinds of bands around the state in my teens and twenties before shifting focus to dedicated compositional work for video games and film, which has been immensely gratifying and exciting at every turn.

Please, feel free to reach out if you'd like to work together!

RECENT WORK HISTORY INCLUDES:

FREELANCE

Designer & Composer
2011 - Present

BUNGIE

Studio Visual Designer
2019 - 2023

ALASKA AIRLINES

Brand Studio Designer
2017 - 2019

TUNING FORK CONSULTING

Graphic & Web Designer
2015 - 2018

COPACINO + FUJIKADO

Campaign Visual Designer
2017

PICMONKEY

Graphic Designer
2017

OUTDOOR RESEARCH

E-Commerce Designer
2016 - 2017

WIZARDS OF THE COAST

Digital Publishing Designer
2016

MOPOP! MUSEUM OF POP CULTURE

Exhibit Graphics Designer
2015

SLATE & GLASS MEDIA

Graphic & Web Designer
2013 - 2014

VIDEO GAME CREDITS INCLUDE:

Unannounced Game (NDA)
UI/UX Designer

Unannounced Project (NDA)
Composer

Revenant's Reach
Composer

Unannounced Project (NDA)
Visual Designer

Marathon (Reboot)
Visual Designer

Destiny 2: The Final Shape
Visual Designer

Destiny 2 Seasons 6 through 23
Visual Designer, Publishing

Ridge Racer Franchise
("Ridge Racer Infinity" Remix Album)
Composer

Destiny 2: Lightfall
Visual Designer

Hyper Gunsport!
Test

Destiny 2: The Witch Queen
Graphic Designer

Adios
Graphic Designer

Destiny 2: Beyond Light
Graphic Designer

Unannounced Game (NDA)
Graphic Designer

Destiny 2: Shadowkeep
Graphic Designer

Magic: The Gathering - Arena
Publishing & Marketing Support,
Digital Visual Designer

Beyond the Sky
(A Game By Its Cover Jam 2018)
Concept, Art, Music, Sound Design

Neverwinter Nights: Enhanced Edition
Publishing & Marketing Support,
Digital Visual Designer

Planescape-Torment: Enhanced Edition
Post-Launch Publishing & Marketing
Support, Digital Visual Designer

Baldur's Gate-Siege of Dragonspear:
Enhanced Edition
Post-Launch Publishing & Marketing
Support, Digital Visual Designer

Icewind Dale: Enhanced Edition
Post-Launch Publishing & Marketing
Support, Digital Visual Designer

Baldur's Gate II: Enhanced Edition
Post-Launch Publishing & Marketing
Support, Digital Visual Designer

Baldur's Gate: Enhanced Edition
Post-Launch Publishing & Marketing
Support, Digital Visual Designer

Indie Game Revolution
(Republique, Fez, Nidhogg, Lovers in
a Dangerous Spacetime, etc.)
Multimedia Exhibit Design &
Marketing