

TRAVIS MOORE UX/UI DESIGNER & DEVELOPER

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Lowe's Innovation Labs — UX/UI Designer & Developer 07/2018 – Current | Kirkland, WA

I research, identify, and solve user experience problems for web and innovative apps as both a visual design artist and prototype developer. Along with creating workflows and high-fidelity mock-ups, I collaborate with the engineering team to provide style guides, attention to detail, and develop new ideas across multiple projects. In addition to design I use C# to develop in our Unity projects and use ReactJS/SCSS/HTML for developing our web-based projects.

Sucker Punch Productions — Technical Artist 08/2017 – 07/2018 | Bellevue, WA

My initial responsibilities were to enforce and implement all spatial metrics related to all art assets with the environment team, as well as prototype and rig new gameplay assets for production. My role later expanded to include designing location and mission layouts in our custom engine with the design team for *Ghost of Tsushima*. I worked primarily in Maya to rig assets and layout open world and tested and sculpted terrain in our custom engine using a custom LISP-like language.

DigiPen Institute Of Technology — UX/UI & Game Designer 08/2013 – 05/2017 | Redmond, WA

I worked on multiple solo and team game projects where I scripted game mechanics and created visuals for prototype and multiple milestone-based games. I learned the game development process and how to create collaboratively with a team of artists and engineers. Several of these games were selected by DigiPen to represent the school at PAX West 2016 and the 2016 Power of Play Indie Expo. My projects were made in the Zero Engine using Zilch (C#-like language) and Unity using C#.

Decipher, Inc. — Front End Web Developer 01/2013 – 07/2013 | Fresno, CA

I provided mock-ups and designed surveys to match the look and feel of the style for companies like Adobe and eBay. I also worked with the engineering team to develop a style guide for our survey creation software and prototyped new survey designs for mobile. I designed using Illustrator and made prototypes using HTML/SCSS.

DigiPen Institute Of Technology 08/2013 – 05/2017 | Redmond, WA

BA Game Design

California State University, Fresno 08/2008 – 05/2012 | Fresno, CA

BFA Graphic Design
Interactive Multimedia Design Emphasis

Core Competencies

User Experience & User Interface
3D Modeling & 2D Animation
Usability Studies & Strategies
Information Architecture
User Flow/Wireframing
Graphic & Interaction Design
Branding & Logo Design
Unity3D Prototyping
Level/Layout Design
Agile Workflow
Design Documentation

Tools & Skills

Adobe Creative Suite
Autodesk Maya
Unity3D/Zero Engine
Visual Studio/C#/C++
ReactJS/SCSS/HTML
Slack/Jira/Trello/Zeplin
Git/Perforce

Awards & Recognition

PAX West 2016 DigiPen Game
2016 Power of Play Indie Expo
Graphic Design Interactive Multimedia
Gold Addy Award Winner: PSA
Gold Addy Award Winner: Commercial