

# # TRAVIS MOORE

## UX/UI DESIGNER & DEVELOPER

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### ● **Lowe's Innovation Labs — Sr. UX/UI Designer**

10/2019 – 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.

### ● **Lowe's Innovation Labs — UX/UI Designer**

07/2018 – 10/2019 | Kirkland, WA

I was contracted to work on a 2D/3D/AR visualization tool for interior designers. As the team's confidence in my abilities grew, I've been asked to take on more projects as both a designer and developer.

### **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#. I also worked as a Cognitive Psychology TA.

### **Starbucks Coffee Company — Shift Supervisor & Barista**

08/2003 – 01/2013 | Fresno, CA — 12/2013 – 01/2015 | Kirkland, WA

I worked with my team to create a culture of warmth, belonging, and great customer service at several Starbucks retail stores. I was a Barista Trainer and completed the Coffee Master program and used the knowledge and skills I learned to bring out the best in others and myself. To this day, I believe my experiences at Starbucks helps me to better relate to customers, those I work with, and my ability to function well in a team.

### **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  
Rapid Prototyping  
Level/Layout Design  
Agile Workflow  
Design Documentation

### **Tools & Skills**

Adobe Creative Suite  
Sketch/Zepplin  
Autodesk Maya  
Unity/Unreal Engine  
VS Code/C#/JS  
ReactJS/SCSS/HTML  
Slack/Teams/Jira/Trello  
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





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