# **Christopher Turner**

(813)-418-9313 Christopher077x@gmail.com

https://chrisbt9.github.io/christopherportfolio/index.html

**UI/UX** Designer

### **Skills & Tools**

#### Skills

- Wireframing
- Graphic Design
- VR Development
- Al Prompting

#### Tools

- Unity
- Photoshop
- C#
- CoPilot

- Unreal Engine
- Clip studio
- VS Code
- ChatGPT

# **UI/UX Designer Experience**

Reel Devs, Good Catch, Lead Designer

Sep 2024 - May 2025

- Edited different states of the UI element to respond differently to control input for 50% of the UI in the game.
- Created the cutscene for the combat encounter after hooking a fish monster using the timeline feature in Unity alongside the animations.
- Created all the particle systems for the monster's abilities and timeline sequences that appear in the game currently.
- Structurally created 70% of the UI framework within the engine according to the design plans while using UI toolkit.
- Designed approximately 15% of the UI within the game.

### Scorched Devs, Unhappy Home Designers, Designer

Jan - May 2024

- Constructed 5 layouts on photoshop as to how the UI would be used with the thought of user accessibility in mind, while giving plenty of options and choices to mix match the ideas of how the sequence of UI is to be used.
- Created the 3 in-game menus for the main gameplay loop, ensuring clear communication with how the core mechanic of the gameplay works and the correlation to the usage of the user interface.
- Created 3 graphic design sprites for icons and imported them into the engine. They
  were made in photoshop. They were then made to function properly within the
  game engine.
- Observed and recorded playtesting sessions, analyzing player behavior. Bringing critical feedback on player choices and actions. Resulting in changes to the user interface that I tweaked and changed making them more user accessible.
- Designed the start screen, creating a layout that included unique components with functionality to them, altering the way the user interacts with the game.

## **Education**

*	Bachelor of Arts in Digital Media, University
	of Central Florida
*	Associate of Arts, Hillsborough Community

Riverview High School Diploma, Riverview High School June 2018

May 2025

May 2022