

Christopher Turner

UI/UX Designer

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<https://christophers-portfolio-24095d.webflow.io/>

Skills & Tools

Skills

- ❖ AI Prompting
- ❖ Play Testing
- ❖ UI/UX Construction
- ❖ VR Development

Tools

- | | |
|--|---|
| <ul style="list-style-type: none">• C#• ChatGPT• Clip Studio• CoPilot | <ul style="list-style-type: none">• Photoshop• Unity• Unreal Engine• VS Code |
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UI/UX Designer Experience

UI/UX Designer (Creative Director): Good Catch - *Reel Devs*

Sep 2024 - Current

- Collaborating closely with programmers as to better integrate functionality into the concept and designs of user menus designs.
- Manipulating C# with the assistance of AI to better solve and communicate with programmers to better state the purpose and direction of a UI design.
- Planning and conducting game testing sessions to gather data and relay findings to the design team. Additionally, finding more accessibility options that are appropriate for the game.
- Spearheading constant meetings and communication within the project team using Unity and Clip Studio to discuss their work.
- Working with 2D artists to integrate images into UI concepts, ensuring thematic consistency.

UI/UX Designer: Unhappy Home Designers – *Scorched Devs*

Jan - May 2024

- Constructing several 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 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.
- Creating user interface custom art assets through photoshop and generating ideas with AI prompting to help streamline the process. Additionally using AI to redesign my own design in order to see where I could improve.
- Designed the start screen, creating a layout that included unique components with functionality to them, altering the way the user interacts with the game.
- 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.

Education

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| ❖ Bachelor of Arts in Digital Media , University of Central Florida | May 2025 |
| ❖ Associate of Arts , Hillsborough Community College | May 2022 |
| ❖ Riverview High School Diploma , Riverview High School | June 2018 |