



TRAVIS MOORE

GAME DESIGNER & UX/UI DESIGNER

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COLLABORATIVE & SOLO GAME PROJECTS

UX/UI DESIGNER & TECHNICAL ARTIST

Planetary Pest Squad (2015 – 2016)

- Collaborated in an agile team on a 3D multiplayer action shooter set in space using Unity 3D.
- Worked with our artist to concept, design, animate, and implement weapon effects, menus, UI, and HUD features.
- Scripted prototypes, gameplay mechanics, feedback systems, UI, and UI animation using C#.
- Maintained and troubleshooted our team's source control and helped teach others how to effectively use git.

UX/UI DESIGNER & TECHNICAL ARTIST

Setsuko (2014 – 2015)

- 3D isometric platformer with a focus on creating an emotional narrative experience created using the Zero Engine.
- Scripted the UX/UI for the menus, game pad input, and HUD, as well as providing character concept art and creating levels.

GAME DESIGNER & TECHNICAL ARTIST

Project SNAIL (2014)

- Collaborated in an agile team on a 2D action arcade adventure made in the Zero Engine.
- Implemented character controller, power-ups, and enemy AI by scripting in Python.
- Learned how to use source control and acted as the team's primary troubleshooter for maintaining our repository.
- Acted as lead artist and provided all art, animations, and general design for the game.

SOLO DESIGNER

Super Space Chase (2017 – current)

- 3D space flight/combat racing game being developed in Unity 3D for the purposes of implementing my own UX/UI system.
- Multi-input (keyboard, mouse, game pad) capable, menu system, HUD, game progression tracking, and mini map scripted in C#.
- Utilizes research and analysis of existing UX/UI systems.

SOLO DESIGNER

Telefrag'd (2016)

- 3D couch multiplayer action arcade game made in Unity 3D featuring weaponized teleportation and hazardous traps.
- Scripted and designed custom multiplayer input, menus, HUD, and various gameplay elements in C#, as well as created all visual models, levels, and 2D assets needed for the game.

SOLO DESIGNER

Up & Down (2014)

- 2D multiplayer puzzle-platformer, that can be played alone or with a friend, that was made using the Zero Engine.
- Scripted and designed dual solo and multiplayer controllers, puzzle mechanics, and level design scripted in Zilch.

SOLO DESIGNER

Pile of Corpses (2013)

- 2D action arcade game where you fling falling corpses into coffins before they pile up too high made in the Zero Engine.
- Scripted and designed gameplay using physics, a dynamic difficulty system, and an arcade-like character controller.

KNOWLEDGE

ENGINES / VERSION CONTROL

Unity 3D, Zero Engine, Git, Mercurial, Perforce

SCRIPTING / PROGRAMMING LANGUAGES

C#, JavaScript, Python, Action Script 3, Zilch, C++

GAME DESIGN

UX/UI, Communication, Level Design, Testing, Rapid Prototyping, Systems Design, Design Documentation, Agile Workflow

TOOLS & COLLABORATION SOFTWARE

Illustrator, After Effects, Photoshop, Flash, Maya
Visual Studio, Sublime Text 3, Slack, Trello

GRAPHIC / WEB DESIGN

Branding, Layout, Logo, Typography, Concept Development
Responsive Web Design, Wordpress, HTML5, CSS3, LESS

RECOGNITION

PAX DIGIPEN SELECTED GAME

Planetary Pest Squad

POWER OF PLAY INDIE EXPO

Planetary Pest Squad

INDIECADE NOMINEE

Project SNAIL

DIGIPEN GAME GALLERY

Planetary Pest Squad, Setsuko, Project SNAIL

GRAPHIC DESIGN AWARDS

Graphic Design — Interactive Multimedia
Gold Addy Award Winner — Commercial Animation
Gold Addy Award Winner — PSA Animation
Underclass Graphic Design — Interactive Multimedia

WORK EXPERIENCE

Starbucks Coffee Company (08/2003 – 01/2016)

Shift Supervisor / Barista
California & Washington

Decipher, Inc. (01/2013 – 06/2013)

Front End Web Developer
California

EDUCATION

Bachelor of Art, Game Design

DigiPen Institute of Technology (Exp. Graduation 04/2017)
Washington

Bachelor of Fine Art, Graphic Design

California State University, Fresno (05/2012)
California