



# TRAVIS MOORE

GAME DESIGNER & UX/UI DESIGNER

thedeviswaffle@gmail.com

www.thedeviswaffle.com

1.425.908.9018

/thedeviswaffle



## COLLABORATIVE & SOLO GAME PROJECTS

### UX/UI DESIGNER & TECHNICAL ARTIST

*Planetary Pest Squad (09/2015 – 12/2016)*

- Worked as an agile team on a 3D couch multiplayer action pest shooter set in space using Unity 3D
- Collaborated with the lead artist to concept and design art, and animated and implemented weapon effects, UI, and HUD
- Scripted prototypes, gameplay mechanics, feedback systems, UI, and UI animation using C#
- Maintained and troubleshooted team source control and taught the team how to effectively use Git

### UX/UI DESIGNER & TECHNICAL ARTIST

*Setsuko (09/2014 – 04/2015)*

- 3D isometric platformer with a focus on creating an emotional narrative experience created using the Zero Engine
- Scripted the UI for the menus, gamepad input, and HUD, as well as created the character concept art and level design

### GAME DESIGNER & TECHNICAL ARTIST

*Project SNAIL (01/2014 – 04/2014)*

- Collaborated in an agile team on a 2D action arcade game featuring a goo shooting snail made in the Zero Engine
- Implemented character controller, power-ups, animation, game manager, and enemy AI scripted in Python
- Maintained and troubleshooted team source control and taught the team how to effectively use Git
- Acted as lead artist and provided all art, animations, and general design for the game

### SOLO DESIGNER

*Super Space Race (01/2017 – current)*

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

### SOLO DESIGNER

*Telefrag'd (09/2016 – 12/2016)*

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

### SOLO DESIGNER

*Up & Down (03/2014 – 04/2014)*

- 2D arcade puzzle-platformer, featuring solo and collaborative controls, scripted in Zilch using the Zero Engine
- Scripted keyboard and gamepad multiplayer controllers and designed all 2D art, puzzle mechanics, traps, and levels.

### SOLO DESIGNER

*Pile of Corpses (02/2013 – 03/2013)*

- 2D action arcade game featuring flinging falling corpses into coffins before they pile up too high made in the Zero Engine
- Designed all 2D art assets and scripted all physics gameplay, a dynamic difficulty system, and character controller

## KNOWLEDGE

### ENGINES / VERSION CONTROL

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

### PROGRAMMING / SCRIPTING LANGUAGES

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

### GAME DESIGN

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

### 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 (2016)*

### POWER OF PLAY INDIE EXPO

*Planetary Pest Squad (2016)*

### INDIECADE NOMINEE

*Project SNAIL (2014)*

### DIGIPEN GAME GALLERY

*Planetary Pest Squad (2016), Setsuko (2015), Project SNAIL (2014)*

### GRAPHIC DESIGN AWARDS

*Graphic Design — Interactive Multimedia (2012)*  
*Gold Addy Award Winner — Commercial Animation (2012)*  
*Gold Addy Award Winner — PSA Animation (2012)*  
*Underclass Graphic Design — Interactive Multimedia (2011)*

## WORK EXPERIENCE

### Starbucks Coffee Company

*Shift Supervisor & Barista (08/2003 – 01/2016)*  
Fresno, California & Kirkland, Washington

### Decipher, Inc.

*Front End Web Developer (01/2013 – 07/2013)*  
Fresno, California

## EDUCATION

### Bachelor of Art, Game Design

*DigiPen Institute of Technology (04/2017)*  
Redmond, Washington

### Bachelor of Fine Art, Graphic Design

*California State University, Fresno (05/2012)*  
Fresno, California