



Travis Moore

Game Designer | UX/UI Designer
thedevilswaffle@gmail.com
1.425.908.9018

Hello,

I would like to apply for a summer internship position, especially in the area of user interface design.

While I already have a BFA in graphic design, I am currently majoring in game design at DigiPen Institute of Technology and will graduate in the spring of 2017. I would love to bring my graphic design experience and my passion for game design together in the form of designing great games.

I love to create user interfaces, whether by mocking up visual designs, wireframing, or scripting. I have a passion for all things design and I love collaborating with a team to develop game systems. I am an excellent communicator who can bridge the communication gap between artists and engineers. Seeing as Frontier has a need for these skills, an internship with Frontier would further my experience and advance my career.

Upon graduating I hope to enter the game industry as a designer with a specialty in user interfaces. I appreciate companies that not only make quality games, but whose user interfaces are beautiful and intuitive for the user. I hope that, with the guidance of experienced professionals at Frontier, I can grow to be an invaluable part of any team.

I would love the opportunity to meet and discuss any internship possibilities that you might have. Please let me know if you have any questions or would like to see more from my portfolio. My portfolio is at www.thedevilswaffle.com and I can be contacted at 1.425.908.9018 or by email at thedevilswaffle@gmail.com.

Thank you for your consideration,

Travis Moore



TRAVIS MOORE

GAMEPLAY & UX/UI DESIGNER

thedevilswaffle@gmail.com

www.thedevilswaffle.com

1.425.908.9018



/thedevilswaffle

SOLO AND COLLABORATIVE GAME PROJECTS

UX/UI & TECHNICAL ARTIST

Planetary Pest Squad (2015 – current)

- Collaborated in an agile team on a 3D multiplayer action shooter made using Unity3D.
- 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.

GAMEPLAY DESIGNER & LEAD 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.

SOLE DESIGNER

Telefrag'd (current)

- A 3D multiplayer arcade game where players teleport into other players to burst them from the inside-out made in Unity3d.
- Scripted and designed custom input, menu, ui, and character controllers, and explored procedural level generation.

SOLE 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.

SOLE 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

SCRIPTING / PROGRAMMING LANGUAGES

C#, JavaScript, Python, ActionScript 3, Zilch, C++

GAME DESIGN

Communication, Level Design, Testing, Rapid Prototyping, Systems Design, Design Documentation, Agile Workflow

TOOLS & COLLABORATION SOFTWARE

Maya, Illustrator, After Effects, Photoshop, Flash, 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