TRAVIS MOORE
TECHNICAL ARTIST & UX/UI DESIGNER

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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 multiplayerarcade 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 deisgned 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 difficultly 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 Annimation
Gold Addy Aware 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