



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

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

GAME DESIGNER & UX/UI DESIGNER

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, HUD, and created the character concept art and level design

GAME DESIGNER & UX/UI DESIGNER

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#
- Experimented with camera effects, shaders, and particles

SOLO DESIGNER

Telefrag'd (09/2016 – 12/2016)

- 3D couch multiplayer action arcade game made in Unity 3D featuring weaponized teleportation 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 (02/2014 – 03/2014)

- 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 Design, Level Design, Wireframing, Testing, Prototyping
Systems Design, Gameplay Scripting, Design Documentation

TOOLS & COLLABORATION SOFTWARE

Illustrator, After Effects, Photoshop, Flash, Maya, XMind
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)

2x Gold Addy Award Winner (2012)

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