



# TRAVIS MOORE

TECHNICAL ARTIST & UX/UI DESIGNER

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Warner Bros. Entertainment Group  
WB Games  
Film Production and Distributing  
Videogame Development/Publishing  
United States - Washington - Kirkland

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Dear Designer Hiring Manager:

My name is Travis Moore and I'm applying to for the designer position at Monolith Productions. I am excited for this opportunity to provide my knowledge and skills to Monolith, a company I've grown fond of since playing Shadow of Mordor. As a designer, I believe I can become a valuable member of the team through my strong design and scripting skills.

Using my background in graphic design and game design I have been successful in both my solo and group projects in bringing a cohesive and meaningful design to my games. In my latest team game, Planetary Pest Squad, I am in charge of working with our artist to create a beautiful game that is consistent in style that matches the quality of the gameplay. In my solo projects, such as Up & Down, I bring this same attention to design detail to ensure that game's mechanics fit the arcade feel of the game's UI and 2D artwork. Simply put, I love to design and apply my design process to all aspects of game design, no matter if it is art, gameplay, or systems.

Throughout my college career at DigiPen Institute of technology I have pushed myself to become a competent scripter. While most designers might prefer to stay away from technical problems, I see them as a great opportunity to stretch my design skills in this area, as well. My latest solo project, Telefrag'd, is a great example of how I have been pushing my design and scripting skills in order to make custom input, character, menu, and hud systems that will allow me to quickly prototype using this framework for future games. Scripting is honestly just another way to explore great design.

I would love the opportunity to meet and discuss the design position and the nemesis system and UI from Shadow of Mordor with you and any other members of the team. I look forward to hearing back from you and answering any questions that you might have for me.

Thank you for your consideration,

Travis Moore