



TRAVIS MOORE

GAMEPLAY & UX/UI DESIGNER

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/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 implemented 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

Super Space Scavengers (current)

- A 3D multiplayer action arcade game where players must loot space ships before they fall apart made using Unity3D.
- An experiment in custom gamepad controllers and curated level design through the use of procedural 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.
- An experiment in 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.
- An experiment in single player game design featuring physics, a rapidly increasing difficulty curve, and effective level design.

KNOWLEDGE

ENGINES / VERSION CONTROL

Unity 3D, Zero Engine, Git, SVN, 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

RECOGNITION

2016 PAX DIGIPEN SELECTED GAME

Planetary Pest Squad

2016 POWER OF PLAY INDIE EXPO

Planetary Pest Squad

2014 INDIECADE NOMINEE

Project SNAIL

DIGIPEN GAME GALLERY

Planetary Pest Squad, Setsuko, Project SNAIL

GRAPHIC DESIGN AWARDS

2012 Graphic Design — Interactive Multimedia
2012 Gold Addy Award Winner — Commercial Animation
2012 Gold Addy Award Winner — PSA Animation
2011 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

DigiPen Institute of Technology (Est. Graduation 04/2017)

Bachelor of Art, Game Design
Washington

California State University, Fresno (05/2012)

Bachelor of Fine Art, Graphic Design
California