# DYLAN FAUST
## UI / UX ENGINEER

## 💼 PROFESSIONAL EXPERIENCE

**Oct 2017 - Feb 2020**

### UI SCRIPTER / PROGRAMMER
at Naughty Dog  📍 Los Angeles, CA

Worked directly with the UI Artist to implement and iterate on the UI for The Last of Us Part 2. Programmed primarly in C++ and our in-house scripting language. Was also responsible for tool improvements, Photoshop / Illustrator scripting to improve the artist's workflow, and keyframe animating the majority of the UI.

**Sept 2015 - Sept 2017**

### UI PROGRAMMER / DESIGNER, APP DEVELOPER
at Montana Root Applications Inc.  📍 Missoula, MT

Built mobile applications for iOS from the ground up, creating custom graphics for interfaces, and programming them to function intuitively. Released an app to iOS App Store called "SolarScreen: Skin Cancer Prevention". Built in Xcode using Swift 2.

**Sept 2013 - Sept 2015**

### GAMEPLAY PROGRAMMER, GAME DESIGNER
at Center for Environmental Health Sciences  📍 Missoula, MT

Worked in a small team with the University of Montana's Science Department to design an educational game. Programmed mini-games / core game mechanics, implemented animations, and optimized 3d-models. Built in Unity using C#.

## 🖥 INDEPENDENT WORK

**Jan 2017 - Sept 2017**

### UI PROGRAMMER / DESIGNER
at The Hive  📍 Santa Clara, CA
***Ars Technica*'s pick for best indie sleeper at E3 2017.**
Developed "CtrlShift", a co-op VR game built in Unreal Engine. Led a team of 12 in designing and implementing a concept which I pitched. Implemented hacker interface in C++, and collaborated on its design with the art director.

**Jun 2017 - Sept 2017**

### UI PROGRAMMER / DESIGNER
at Team Spellcasters  📍 Santa Clara, CA

Developed "Spellcasters VR", an online competitive spell-casting game, based on the magic duels in Harry Potter. Pitched, designed, and implemented the spellbook-- a diegetic solution to UI. Built in Unity using C#.

**Jan 2015 - Jun 2015**

### UI PROGRAMMER, GAMEPLAY PROGRAMMER
at PolyLlama  📍 Missoula, MT
**Awarded Best Interactive at 2015 UM Media Arts Showcase**
Developed "Apogee", a VR adventure game built with a team of 4 artists for the Oculus Rift. Served as designer and programmer of core growth / shrinking mechanics, and UI/UX. Built in Unity and programmed in C#.

## 📖 EDUCATION

**Aug 2016 - Aug 2017**

### GAMES & PLAYABLE MEDIA M.S.
at UC Santa Cruz  📍 Santa Clara, CA

Studied game design in a one year intensive program. Took courses in Level Design, Game Design, C++, Procedural Generation, Sound Design, and Game Art. Graduated August of 2017.

## 👤 WHO AM I?

A UI / UX Engineer with a keen eye for polish. Leveraging my background in programming, graphic design, and animation, I strive to build beautiful and intuitive interfaces from the ground up.

## 📈 SKILLS

**PROGRAMMING LANGUAGES**

| | |
|---|---|
| C++ | ● ● ● ● ● |
| C# | ● ● ● ● ● |
| Java | ● ● ● ● ○ |
| Python | ● ● ● ● ○ |
| PyQt | ● ● ● ○ ○ |
| Javascript | ● ● ● ● ○ |
| HTML / CSS | ● ● ● ● ○ |

**GAME ENGINES**

| | |
|---|---|
| Unreal Engine | ● ● ● ● ● |
| Unity | ● ● ● ● ● |
| Game Maker | ● ● ● ● ○ |

**GRAPHIC DESIGN SOFTWARE**

Adobe Photoshop, Illustrator, InDesign

**OTHER MEDIA APPLICATIONS**

After Effects, Maya, Flash, Scaleform, Cinema4D, Adobe Premiere, Logic Pro

## 👤+ INFO

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