



# DYLAN FAUST

## UI / UX ENGINEER



### PROFESSIONAL EXPERIENCE

Oct 2017  
-  
Present

#### UI SCRIPTER / PROGRAMMER

at Naughty Dog

Los Angeles, CA

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

Sept 2015  
-  
Sept 2017

#### UI PROGRAMMER / DESIGNER

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".

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, optimized character and prop 3d-models.



### 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



[linkedin.com/in/dylanfaust](https://www.linkedin.com/in/dylanfaust)



dylfaust@gmail.com



907 748 0500