



# DYLAN FAUST

## TECHNICAL GAME DESIGNER



### PROFESSIONAL EXPERIENCE

May 2020  
-  
Present

#### UI LEAD

at thatgamecompany

Los Angeles, CA

Lead a team of Technical UI Designers to design and implement the UI for *Sky: Children of the Light*. Work in Illustrator, Figma, and After Effects to design wireframes, mockups, animations, and interactive prototypes. Iterate based on Creative Director / design team's feedback, to ensure our game design goals are being met. Give feedback / direction to the team, to ensure quality / consistency gamewide. Implement the final interfaces in-engine using C++.

Oct 2017  
-  
Feb 2020

#### TECHNICAL UI DESIGNER

at Naughty Dog

Los Angeles, CA

Worked directly with the UI Artist to design and implement the UI for *The Last of Us Part 2*. Programmed primarily 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 DESIGNER / PROGRAMMER, APP DEVELOPER

at Montana Root Applications Inc.

Missoula, MT

Built mobile applications for iOS from the ground up, designing the 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

#### TECHNICAL 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

#### TECHNICAL GAME 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 gameplay, and numerous VR mechanics, in C++.

Jun 2017  
-  
Sept 2017

#### TECHNICAL GAME 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 various spells in the game. Built in Unity using 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 Technical Game Designer with a passion for UX. With a background ranging from indie to AAA, I strive to build novel experiences that players have never seen before.



### SKILLS

#### PROGRAMMING LANGUAGES

C++	●	●	●	●	●
C#	●	●	●	●	●
Java	●	●	●	●	●
Python	●	●	●	●	●
PyQt	●	●	●	●	●
Javascript	●	●	●	●	●
HTML / CSS	●	●	●	●	●

#### GAME ENGINES

Unreal Engine	●	●	●	●	●
Unity	●	●	●	●	●
Game Maker	●	●	●	●	●

#### UI / GRAPHIC DESIGN SOFTWARE

Figma, Adobe Photoshop, Illustrator, InDesign

#### OTHER MEDIA APPLICATIONS

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



### INFO



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