

# Robin Welsh

## Studio Director

### Anthropocene Games; Bend, OR — 2017

Founder of independent game studio. Creative and technical direction; interaction, world, character, and narrative design; engine implementation, world population, and gameplay scripting; business plan development, marketing, and press management.

## Quality Analyst

### Sony Bend Studio; Bend, OR — 2007, 2017

Software QA for Days Gone on PlayStation 4, and Syphon Filter: Logan's Shadow and Combat Ops on PlayStation Portable.

## Interface Director

### Manzama; Bend, OR — 2015-2016

Research, direction, design, and development of user interface and responsive web front-end architecture.

## Interface Designer / Developer

### Microsoft IEB; Redmond, WA — Nov 2012-Jun 2013

Design and development (HTML5/CSS3/SASS/JS) for Xbox One setup; account and transaction management; system settings. Refinement of Windows 8 music, games, video. Prototypes for Xbox Music.

## Senior Interface Designer / Developer

### Contractor; Seattle, WA — 2012-2014

User interface design and front-end development contracts throughout the Seattle metro area.

**Amazon:** R&D UI Prototypes

**eBay:** Drop-off Web UI

**Hewlett-Packard:** PurchasEdge Web UI

**Microsoft:** D2C/B2B UI for Advertising, Bing, Cloud Services, Dynamics, Windows, and Xbox

**Quantum:** Responsive Web UI

**T-Mobile:** Responsive Product Campaigns

**Universal Media:** D2C Web UI

## Designer / Developer / Coordinator

### Cutter & Buck; Seattle, WA — Jan-Nov 2011

Design, front-end, and management of cutterbuck.com; email for consumer, corporate, and wholesale channels.

## Interface Designer / Developer

### Alpine Internet Solutions; Bend, OR — 2004-2009

Design and development of 100+ CMS-driven HTML/CSS sites, plus project management, technical/creative direction, copywriting, photography, QA, and support.

## Education

### Self-educated

**1997:** HTML, Adobe CS

**2002:** CSS, JavaScript

**2008:** CSS 3, jQuery

**2010:** HTML5, Responsive Design

**2017:** Unity 5, C#

## Skills

**Creative:** Interaction Design - Photography - Sketch - Adobe XD - Photoshop - Illustrator - Fireworks - InDesign Axure - OmniGraffle - Creative Writing - Copywriting

**Technical:** HTML5 - CSS3 - SASS - SCSS - LESS - C# jQuery - JSON - JavaScript - WebKit - LAMP - macOS Windows - Git - Hg - SVN - TFS - SD - Visual Studio Unity 5 - Unreal 4 - HyperTalk

**Administrative:** Creative and Technical Direction - Project Management - Client Engagement and Support - Remote Management - Agile - Kanban

## Interests

Winter Backcountry - Education - Philosophy - Science Interactive Art - Independent Music - Humanism