

CHRIS STUART

Portfolio: www.fiend.games

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GAME DEVELOPMENT PROFESSIONAL

I am UI and UX specialist with AAA experience as a video game artist, designer and scripter.

SKILLS

UI Concept, Art, Design, Animation, Interactive Prototypes, Scripting, Localization

UX Studies, Research, Competitive Analysis, User Flows, Copywriting, Heuristic Evaluation, User & Usability Testing

GAME DESIGN Progression & Reward Systems, Level, Combat, VR, Blueprints, Technical Documentation

ART Digital, Traditional, Pixel, Vector, Graphic Design, Fonts, 2D Frame and Scripted Animation, 3D Modeling

PRODUCTIVITY Team Leader, Product Owner, Training, Video Editing, Transcoding, Streaming

TOOLS Photoshop, Illustrator, Animate (Flash), Actionscript 3 (2), Scaleform, Axure, Balsamiq, HTML5, CSS, XML, 3DS Max, Maya, Blender, Premiere, After Effects, and More

ENGINES Unreal Engine 4, UE3, Gamebryo, Unity, Forge Light

PROFESSIONAL EXPERIENCE

Nerd Kingdom, Irving, TX

2018-Present

Senior UI/UX Designer - PC, Playstation 4, Xbox One, Mobile

Duties include leading the UI team, design, art, implementation and c# code for an unannounced project.

Daybreak Game Studios, San Diego, CA

2014-2018

Game Designer II/UI Designer - PC, Playstation 4, Xbox One

I was the principal UI/UX designer for multiple large projects including H1Z1, Just Survive, Everquest Next and Landmark. I was promoted from UI Designer to Game Designer II on 06/2015.

Spark Unlimited, Sherman Oaks, CA

2011-2014

UI Artist/Designer - PC, Playstation 3, Xbox 360

My responsibilities included UI design, art and scripting from end-to-end for the cross platform titles Lost Planet 3 and Ninja Gaiden Z.

Tornado Studios, Tulsa, OK

2008-2011

UI/3D Artist - PC, Playstation 3, Wii, Xbox 360

Sole UI Artist, Designer, and Scripter for all interfaces across several projects including Project Runway, Pilot X and unreleased prototypes. I also created multiple 3D environments, assets, hard and organic NPCS, 3D assets, animations and FX as well as maintaining the company website.

EDUCATION

The Art Institute of Phoenix, Tulsa, OK

2008-2011

Bachelor of Arts, Video Art Game and Design