Matthew Craig

UI Artist

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EDUCATION

Bachelor of Arts in Game Design

DigiPen Institute of Technology
Graduated 04/2019

› Dean's List

SKILLS

› Visual / graphic design
› Motion design
› Interaction design
› Interface design
› Usability design
› User research / testing
› 3D modeling / texturing
› Rapid prototyping

LANGUAGES

› C / C++
› C#
› Blueprint Visual Script (UE4)
› ActionScript 3.0
› HTML, CSS

TOOLS

› Adobe Photoshop
› Affinity Publisher
› Affinity Photo
› Adobe XD
› Axure RP
› XMind
› Visual Studio
› Autodesk Maya
› Microsoft Office
› Adobe Premiere

› Unreal Engine 4
› Unity

› Confluence / Jira
› Perforce
› Git

PROFESSIONAL EXPERIENCE

Art / Design Intern — 05/2018 – 08/2018

Recurrence, Inc. — Bellevue, WA

› Contributed to multiple projects involving gamification of education software for clients in both education and enterprise
› Created high-fidelity interactive prototypes for sales demos and designed mockups for analytics tools based on feedback from executives and shareholders
› Wrote and edited documentation for leads and executives on workflow, process, design intention, and new concepts

Teacher's Assistant for User Experience Design II — 01/2018 – 12/2018

DigiPen Institute of Technology — Redmond, WA

› Worked directly with UX industry professionals in lab sessions and provided feedback on lectures and other course content
› Helped peers improve player immersion and game feel in scripted experiences by advising on UI designs, input schemes, visual and auditory feedback, and implementation strategies
› Graded and provided feedback on coursework for 40+ students

ACADEMIC PROJECTS

Creative Director, Artist — 09/2017 – 12/2018

Perdition — 3D first-person shooter made in Unreal Engine 4 — Team of 8

› Designed methods of visual feedback including post-processing effects and particle systems for player abilities and other game features and interfaced them with C++ events
› Coordinated with the team to reduce narrative scope and increase player engagement while maintaining the creative vision and core pillars

UI Artist, Designer — 12/2017 – 04/2018

Slime Climb — 2D infinite climber made in Unity and shipped on Android — Team of 4

› Implemented features in C# to accentuate mechanics and ensure satisfying game feel
› Utilized efficient asset creation and implementation strategies for mobile optimization
› Wireframed user flow and pitched to project lead to avoid delivering undesired results

UI Artist, Designer — 09/2017 – 12/2018

St. Jude — 3D first-person narrative adventure made in Unreal Engine 4 — Solo project

› Created and implemented a complete narrative primarily utilizing diegetic written letters, environmental storytelling, and unique gameplay events

UI Artist, Designer — 09/2016 – 04/2017

Sourcerror — 2D top-down roguelike made in a custom engine — Team of 7

› Created assets including UI elements, team logo, and associated marketing materials
› Wireframed user flow and interface to be intuitive and organized it in a high-fidelity UI prototype using Axure RP

UI Artist, Designer — 01/2016 - 05/2016

Double-Beareled — 2D top-down brawler made in a custom engine — Team of 5

› Designed and implemented 40+ sprites / animations using Photoshop for both intuitive UI elements and gameplay content
› Achieved 3rd place for Best Freshman Game at DigiPen