



Chris Weeks UX Designer

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Experience

Scopely, Senior UX Designer, Marvel Strike Force – April 2021 to Present

- Helped build and modernize the UX department for the Marvel Strike Force team
- Collaborates with designers, artists, PM's and stakeholders in end-to-end feature design
- Delivers detailed spec, wireframes, and flows for development
- Works with the insights team to conceptualize and design research initiatives
- Builds complete user centered design solutions, using research, user empathy mapping, information architectures, interactive prototypes, and iterative experimentation

Kung Fu Factory, UX Team Lead – 2015 to April 2021

- Established a UX department for a studio that previously had no UX capability
- Created project preproduction materials such as UX frameworks, personas, and competitive analysis
- Designed system flows and interactions, delivering detailed wireframes for development
- Trained and supported more junior UX and UI team members
- Implemented UI in Unity 3D, including coding in C#

Burning Dog Media, Art Director – 2014 to 2015

- Directed the look of independent MMO project for PC in accordance with project leads' vision
- Managed an ever-shifting team of 4 to 8 3d and 2d artists

Realtime Associates, Game Artist – thru 2015

- Designed and created 3d and 2d art assets for game projects, including UI and game art
- Developed solutions to bring content to emerging tech such as VR, AR, and unique hardware interfaces



USC Bachelor of Fine Arts – 2002



Tools – Axure, Adobe suite, Unity 3d, Unreal Engine, 3DS Max, Wireframing, Prototyping, User testing, coding (c#, javascript), html/css



Shipped Titles – (mobile) WWE Champions, Pacific Rim Breach Wars, Hotel Transylvania Blast, The Walking Dead Breakout, (PC) Origins of Malu MMO, Re-Mission, (Didj) Sonic The Hedgehog, Star Wars The Force Unleashed, (AR/VR) Insight Gettysburg, CFFT-AV military trainer