



Chris Weeks UX Designer

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Experience

Kung Fu Factory, UX Team Lead – July 2015 to Present

- Established a UX department for a studio that previously had no UX capability
- Defines the UX strategies for the studio as a whole and for individual game projects
- Creates preproduction materials for projects such as UX frameworks, personas, and competitive analysis
- Designs systems flows and interactions, delivering detailed wireframes for development
- Works with artists and implementers to make sure the UX needs are carried through in the final product
- Spearheads user testing and research
- Trains and supports more junior UX and UI team members
- Implements UI in Unity 3D when needed, 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
- Determined art pipelines for production
- Designed and implemented UI in Unreal Engine

Realtime Associates, Generalist – 2003 to 2015

- Designed and created 3d and 2d art assets for game projects, including UI and game art
- Designed user flows and interactions for a diverse range of projects and platforms
- Scripted behaviors and inputs to drive gameplay and interface modules
- Developed solutions to bring content to cutting edge 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