chris burris

Skills

UI/UX Design	Visual Design	Game Development	Tools
● Mock-ups	● Buttons & Icons	● Game Design	● Photoshop
● Wireframes	● Design Principles	● Level Design	● Illustrator
● Prototyping	● Color Theory	● Programming	● Sketch
● Usability	● Composition	● UI Asset Creation	● Unity
● UI Elements	● Animation	● Mixed Reality	● Unreal
● Info Architecture	● Typography	● Mobile	● Git

Experience

Jam City

UI/UX Designer
Oct 2019 – Present

Current Projects
● Disney Emoji Blitz

The Walt Disney Company

UI/UX Designer
Aug 2015 – Oct 2019
4 Years, 2 Months

Gameplay Engineer Intern
Feb 2015 – Aug 2015
6 Months

Marvel: Dimension of Heroes
Augmented Reality Game, Lenovo Mirage AR
● Designed, built, and tested UI for Photobooth feature
● Advised remote UI team, giving feedback on first-time user experience
● Captured gameplay footage and screenshots for marketing promotion

Star Wars: Jedi Challenges
Augmented Reality Game, Lenovo Mirage AR
● Designed, built, and tested UI for setup and first-time user experience
● Designed UI for various game modes & worked with remote teammates
● Collaborated on UI localization and creation of advance UI features

Disney Mix
Chat App for Kids, iOS & Android (Discontinued)
● Designed new app features and improved existing features via iteration
● Built UI elements using Unity UI tools and worked with engineers
● Created chat content such as stickers, memes, and games

A Staircase Above Studios

UI Designer
Aug 2014 – Jan 2015
6 Months

Tail Tap
Breakout-style Game, Android (Amazon Appstore)
● In charge of mock-up and design of heads-up display and menu system
● Created UI assets and worked with peers to integrate them into game
● Received feedback on UI and iterated and polished based on critiques

Education

Master of Interactive Technology in Digital Game Development: Level Design
The Guildhall at Southern Methodist University – May 2014

Bachelor of Science in Computer Science: Computer Game Design
University of California, Santa Cruz – Jun 2012