



DYLAN FAUST

UI / UX DESIGNER



PROFESSIONAL EXPERIENCE

May 2020
-
Present

UI LEAD

at Thatgamecompany

Los Angeles, CA

Lead the design / implementation of the UI for *Sky: Children of the Light*. Work in Illustrator, Figma, and After Effects to design wireframes, mockups, animations, and interactive prototypes. Iterate based on Creative Director / design team's feedback, to ensure our game design goals are being met. Give feedback / do polish passes on UI elements prototyped by game designers, to ensure quality / consistency gamewide. Implement the final interfaces in-engine using C++.

Oct 2017
-
Feb 2020

UI SCRIPTER / PROGRAMMER

at Naughty Dog

Los Angeles, CA

Worked directly with the UI Artist to implement and iterate on the UI for *The Last of Us Part 2*. Programmed primarily in C++ and our in-house scripting language. Was also responsible for tool improvements, Photoshop / Illustrator scripting to improve the artist's workflow, and keyframe animating the majority of the UI.

Sept 2015
-
Sept 2017

UI DESIGNER / PROGRAMMER, APP DEVELOPER

at Montana Root Applications Inc.

Missoula, MT

Built mobile applications for iOS from the ground up, designing the interfaces and programming them to function intuitively. Released an app to iOS App Store called *SolarScreen: Skin Cancer Prevention*. Built in Xcode using Swift 2.

Sept 2013
-
Sept 2015

GAMEPLAY PROGRAMMER, GAME DESIGNER

at Center for Environmental Health Sciences

Missoula, MT

Worked in a small team with the University of Montana's Science Department to design an educational game. Programmed mini-games / core game mechanics, implemented animations, and optimized 3d-models. Built in Unity using C#.



INDEPENDENT WORK

Jan 2017
-
Sept 2017

UI DESIGNER / PROGRAMMER

at The Hive

Santa Clara, CA

Ars Technica's pick for best indie sleeper at E3 2017.

Developed *CtrlShift*, a co-op VR game built in Unreal Engine. Led a team of 12 in designing and implementing a concept which I pitched. Implemented hacker interface in C++, and collaborated on its design with the art director.

Jun 2017
-
Sept 2017

UI DESIGNER / PROGRAMMER

at Team Spellcasters

Santa Clara, CA

Developed *Spellcasters VR*, an online competitive spell-casting game, based on the magic duels in Harry Potter. Pitched, designed, and implemented the spellbook-- a diegetic solution to UI. Built in Unity using C#.



EDUCATION

Aug 2016
-
Aug 2017

GAMES & PLAYABLE MEDIA M.S.

at UC Santa Cruz

Santa Clara, CA

Studied game design in a one year intensive program. Took courses in Level Design, Game Design, C++, Procedural Generation, Sound Design, and Game Art. Graduated August of 2017.



WHO AM I?

A UI / UX Designer with a keen eye for polish. Leveraging my background in programming, graphic design, and animation, I strive to build beautiful and intuitive interfaces from the ground up.



SKILLS

PROGRAMMING LANGUAGES

C++	● ● ● ● ●
C#	● ● ● ● ●
Java	● ● ● ● ●
Python	● ● ● ● ●
PyQt	● ● ● ● ●
Javascript	● ● ● ● ●
HTML / CSS	● ● ● ● ●

GAME ENGINES

Unreal Engine	● ● ● ● ●
Unity	● ● ● ● ●
Game Maker	● ● ● ● ●

UI / GRAPHIC DESIGN SOFTWARE

Figma, Adobe Photoshop, Illustrator, InDesign

OTHER MEDIA APPLICATIONS

After Effects, Maya, Flash, Scaleform, Cinema4D, Adobe Premiere, Logic Pro



INFO

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