

# daran chapman

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## UX/UI DESIGNER

### experience

#### **BLIND SQUIRREL GAMES** **UX/UI Artist**

Client: Amazon Games Studios  
*New World*  
*NW: Rise of the Angry Earth*  
*New World - Aeternum*  
5/2022–present

Created UX/UI game-ready art for each iteration of Amazon Games Studios' AAA MMO *New World* as part of an embedded team through studio-for-hire Blind Squirrel Games.

Spearheaded projects from initial concept (through flow and mock-up) to quality assurance testing - while accounting for legibility, accessibility, and adhering to design standard guidelines. Handled multiple projects in tandem collaborating with producers, department heads, and programmers from an array of disciplines. The multi-threaded development pipeline structure leveraged a fully Agile/Jira methodology, including versioning and repository software as well as content-hiding for pre-release assets. Wrote documentation and scripted/directed instructional videos explaining our most complicated assignments for the benefit of future UX/UI team-members. Tasks centered on adding Xbox Series X|S and Playstation 5 as new platforms to this formerly Steam/PC exclusive.

#### **OUT OF THEIR MINDS DESIGN** **UI/Creative Director/Owner**

7/2002–present

Freelance company focusing on UX/UI for websites, 3D motion graphics (storyboard/model/animate) and corporate identity. Responsible for all aspects of owning a design business.

#### **MAGGIE'S MAGNIFICENT MAPS** **Vice President/Lead Artist**

6/2024–present

Patreon-based subscription service offering digitally painted maps for download and to utilize in TTRPGs.

#### **REAGAN MARKETING + DESIGN** **UI Designer/Front End Developer**

4/2017–05/2022

Front end web developer/designer responsible for interpreting written plans or client-approved design sketches into a full website; evolved design to accommodate flow/journey - ultimately delivering UX/UI solutions throughout with consistency and clarity. Handled wide range of clients/industries simultaneously.

#### **GEETA GAMES** **UI Technical Artist**

*Lilly Looking Through*  
9/2012–12/2013

*Lilly Looking Through* is an animated 2D adventure game. Responsibilities included UX/UI, programming, level assembly and cinematography, all particle effects, and prop animation. Successfully funded/produced/shipped through Kickstarter. Physical limited edition produced for Germany. *Lilly* was accepted as part of the Valve Greenlight program; available on Steam, Mac App Store, GOG.com and Humble Bundle.

#### **EDGE ENTERPRISES INC** **UX/UI, Developer, Illustrator, Writer**

9/2002–10/2008, 10/2009–12/2014

Developed self-running edutainment engine.

### skills

<b>App Mastery:</b>	<b>Code:</b>
Photoshop	HTML 5.0
Animate	JavaScript
Illustrator	PHP
Figma	AS 3.0
+	jQuery

<b>App Fluency:</b>	<b>Pipeline:</b>
AfterEffects	P4 (Perforce)
UnrealEngine	JIRA
Maya	Confluence
SketchUp	Lumberyard
Unity	Azoth
XD	
Blender	
Obsidian	
+	

### education

**Bachelor of Fine Arts**  
Graphic Design  
Western Michigan University

### accolades

#### **Best Adventure/RPG** **Best Art Design**

*Lilly Looking Through*  
Intel Level-Up  
Game Demo Contest

#### **Best Turret Story**

*I'm Different*  
Valve/Portal 2 Video Contest

### interests

video games, illustration, sci-fi, animation, board games table-top role playing games