

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

5/2022–8/2024

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.

REAGAN MARKETING + DESIGN

UI Designer/Front End Developer

4/2017–5/2022

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 with a pass-code based progress system, and programmed games to help with learning and retaining new rules such as a memory card game, multiple choice quizzes and a feature that stripped a correct sentence of punctuation on the back-end, offered it to the student as a puzzle, and then compared the two versions of the sentence for correction.

skills

App Mastery:

Photoshop,
Illustrator,
Figma,
Animate,
+

Code:

HTML 5.0
JavaScript
PHP
AS 3.0
jQuery

App Fluency:

Most of
Adobe
CC, Maya,
UnrealEngine
Unity,
Obsidian, +

Pipeline:

P4 (Perforce)
JIRA
Confluence
Lumberyard
Azoth, +

Penchant for learning new technology/apps/pipelines.

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