daran chapman

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UX/UI DESIGNER/ARTIST

experience

BLIND SQUIRREL GAMES
UX/UI Artist | *New World / NW: Rise of the Angry Earth / New World - Aeternum*
Client: Amazon Games Studios
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. Hands-on 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. AGS's multi-threaded development pipeline leveraged a fully Agile/Jira methodology, including versioning and repository software. Wrote documentation and scripted/directed internal instructional videos. 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 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, Adobe CC, Figma, Animate, and many more

App Fluency:
Maya, Unity, UnrealEngine, Obsidian, and many more

Code:
HTML 5.0, JavaScript, PHP AS 3.0, JSON, jQuery, C#

Pipeline:
Agile methodologies, P4 (Perforce), JIRA, Confluence, Lumberyard, Azoth

Penchant for learning new technology/apps/pipelines. Familiar with coding syntax in general.

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