

Spokane, WA

CHRISTOPHER GUYTON



TECHNICAL DESIGNER

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PROFESSIONAL SUMMARY

Technical Designer with a passion for UI, UX and Game Design and a Unity Developer with 8 years of experience in the tech industry. Passionate about creating immersive gaming experiences and turning ideas into reality. Skilled in problem-solving and resourcefulness, with a strong ability to empathize with users. Successfully improved performance by consolidating assets for in-game use. Ready to bring your next project to life with my skills, experience, and positive attitude.

EMPLOYMENT HISTORY

FEB 2024 - PRESENT

Technical Designer, Systems, ***Escape Velocity Entertainment*** (Remote)

- Created and maintained the item perk system for our in-game shop
- Designed, implemented and upkept supplemental systems for the shop
- Collaborate with UI and VFX to implement feedback systems for items
- Write and maintain technical design documents and systems documentation

NOV 2023 – DEC 2023

Unity Developer, Mobile Application, ***Systems Heavy*** (Remote)

- Leading Development of Mobile Applications
- Technical Design of application and implementation using C# and Unity XR tools
- Collaboration with 3D Modeling, 2D Animation, Graphic Design, Audio Engineer and Localization Engineer
- Testing and iteration on game during development
- Applying a custom Audio Manager to handle the games SFX and Music

JUN, 2022 –NOVEMBER 2023

Producer, Data Engineering, ***Turn 10 Studios*** (Remote)

- Steering and facilitating engineering efforts to migrate to a new data platform
- Capture, breakdown and prioritize materialization and support requests
- Intake feedback from data engineering consumers on behalf of data engineering to improve data platform
- Collaborate with stakeholders to define and prioritize data engineering projects
- Identifying and implementing opportunities to optimize data engineering processes and workflows

OCT, 2023 – NOV, 2023

Technical Designer, Team Ravenous – ***Zygobot*** (Remote)

- Refactoring previously written code to consider memory optimization best practices using blueprints
- Re-designing pickup systems to minimize the amount of actors needed to construct a scene
- Minimized raw calls by minimizing the amount of materials used on in-game models and UI elements

JAN, 2020 - NOV, 2023

Quality Assurance, ***Steelfish Studios*** (Remote)

- Develop test plans, cases, and reports to improve performance and optimize user experience for Adventures of Helio
- Manage communications with game design and engineering teams to ensure that flagged issues are being dealt with in a timely manner

JAN, 2023 - APR, 2023

UI Designer, Galaxy Shooter 2D, (Remote)

- Defined and communicated the rules of the player HUD
- Created pixel art icons for the player HUD and chose the font for the in-game text
- Organized HUD items in hierarchy of importance
- Programmed HUD transition (icon changes)

JAN, 2022 - APR, 2022

Game Designer, Skate and Protect (Self)

- Designed and programmed custom input and audio managers for use within the game
- Created the game within a 3-day me box and deployed to Itch.IO using Unity WebGL Drew sprites and animations for the project

SEP, 2021 - JUN, 2022

Senior Project Manager, **WP Engine** (Remote)

- Pinch hitting on graphic designs when the team was underwater (adding logos to assets using Adobe Illustrator and Photoshop, editing video ads in Adobe Premiere, and ending one-pagers)
- Managed intake and prioritization of projects
- Negotiation with stakeholders on project scope
- Worked to reduce spend on creative services tools (\$15,000 approx. savings)
- Voice reads for advertisements for WPE products (Growth Suite, Local)
- Streamline project management processes to increase efficiency and reduce turnaround me for project delivery

MAR, 2019 - JAN, 2020

Creative Project Manager, **JUUL Labs** (On-site in San Francisco CA)

- Reviewed all packaging for EU region to ensure that brand standards and local regulation guidelines were met on each product.
- Managed relationship between JUUL Labs and contract vendors to generate brand packaging across Global Markets.
- Selected device and flavor colors and matched solid to spot colors for use on packaging.
- Archived and maintained all e-commerce and packaging assets (Main Tool: Workfront ProofHQ).

OCT, 2015 - SEP, 2018

Scrum Master, **Fitbit** (On-site in San Francisco CA)

- Interface with cross-functional teams, ensuring that all changes in product scope and features are communicated across interactive and product teams.
- Generate bi-weekly aggregate reports of key accomplishments during sprint cycles to communicate scope changes and progress to the.

EDUCATION

Bachelors of Science (Game Design), Full Sail University, Winter Park, FL

SKILLS

C#
● ● ● ● ● ○

JS
● ● ● ● ● ○

HTML5
● ● ● ● ● ○

Unreal Engine
● ● ● ● ● ○

Jira
● ● ● ● ● ○

C++
● ● ● ● ○ ○

CSS3
● ● ● ● ● ○

Unity Engine
● ● ● ● ● ○

Godot
● ● ● ● ○ ○

Github
● ● ● ● ● ○

Perforce(P4V)

ADO



COURSES

UI / UX For Gaming at ELVTR

UI / UX Design Essentials (Adobe XD and Figma) at Udemy / Skillshare

HOBBIES

I love to create pixel art and write music, peculiarly chiptunes using Deflemask!

LINKS

Game Design Portfolio