



Christopher L Martin

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Love Letter Games | March 2015 - Present

Founder, CEO

Spearheaded strategic brand and voice development with a team of 6 after analyzing market drivers and constraints. Developing game worlds and mechanics appealing to our demographic through prototyping in Unity and play testing.

Microsoft (Xbox) | June 2014 - March 2015

UI/UX Design & Visual Design

Designed a content management system the audience can easily use to organize and learn more about their games and apps on the Xbox One game console by constantly iterating and building prototypes in a web environment.

Microsoft (Xbox) | Dec 2012 - June 2014

Design Developer (Technical Designer)

Launched and updated the Xbox One Game Console by participating in design discussions leading to faster prototyping of ideas, helping designers make better decisions, moving my team physically closer to the designers, and by listening to our audience feedback and expectations.

Nordstrom | Feb 2012 - Dec 2012

Visual Design

Achieved more accurate and cohesive design implementation by working more closely with our developers, photographers, and executives.

ING Direct Investing | Dec 2010 - Feb 2012

UI/UX Design & Visual Design

Developed a more cohesive design experience for our audience by spearheading project to develop a comprehensive graphic standards manual.

Excels in:

Brand Development

UI/UX Design

Front-End Development
(HTML5, SCSS (CSS), & JS)

Illustration

Photoshop

Illustrator

InDesign

After Effects

Education

AAS Graphic Design | 2010

Seattle Central Creative Academy