Christopher L Martin

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I love:
Game Development
Brand Development
UI/UX Design
Front-End Development
(HTML5, SCSS (CSS), & JS)

Tools:
Unreal Engine
Unity
Photoshop
Illustrator
InDesign
After Effects

AAS Graphic Design | 2010
Seattle Central Creative Academy

C77 Entertainment | Mar 2020 - Present
UI/UX Designer

Translating game feel, tone, and features from Leads into functional Menus, HUD, and UI animations by developing user personas, wire-frames, and presenting high fidelity comps. Refined designs through implementing designs in Unreal Engine and receiving feedback from play tests.

343 Industries | Apr 2019 - Feb 2020
UI/UX Workflow Designer

Enabled team members to more quickly iterate and reduced friction by designing UI/UX for new game engine features used within multiple game development workflows; starting from team interviews, paper prototypes, and research studies to high fidelity comps and working with engineers for implementation.

CLM | June 2010 - Present
Graphic Designer, Web Developer

Develop engaging and innovative digital and print designs for clients in broad range of industries. Highly adept at visual strategy, branding, front-end development, animation, and layout. Demonstrated success working in collaborative environments and providing leadership to design teams to conceptualize and execute effective marketing collateral.

Microsoft (Xbox) | Dec 2012 - Mar 2015
UI/UX Designer, Visual Designer, Front-End Developer

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

Personal Project
Love Letter Games | Dec 2016 - Present
Art Director, Game Designer, Level Designer, Animator, C# Developer