



CHRISTOPHER DALTON

UX DESIGNER

chrisdalgm@gmail.com / chrisdalton.me / C: 425-444-7682 / /in/christopherjacobdalton

ACADEMIC EXPERIENCE

Level / UX Designer

Office Chair Racing (Team of 7)

A 3-D couch co-op racing party game designed in the Unreal Engine

- Designing an effective User Experience for a multi-user game
- Creating and tailoring different maps and game modes to be fun in a multiplayer setting
- Collaborating with a smaller team to accomplish a shared vision of our game

UX Designer

Solo Project

Developed a theoretical redesign of a games UI to improve its New User Experience

- Collected data from a variety of different active users to find issues regarding their starting experiences of the game
- Compressed and organized the data into usable charts
- Analyzed the data to figure out the main pain points of the users and what was causing them
- Redesigned a new UI and Layout to improve upon the issues discovered

Level / Encounter / UX Designer

Homeland: Lay to Rest (Team of 16)

A 3-D action adventure game designed in the Unreal Engine for PC

- Collaborated with a large team to make sure the overall experience of the game lived up to our vision
- Created interesting levels with goals to teach, direct, and engage the players
- Tested player mechanics with a variety of different users, tailoring aspects of the controls and features to better suit the player and make the game more engaging and accessible

PROFESSIONAL EXPERIENCE

Escape Room Game Master / Flee Escape Rooms - Redmond, WA 03/2018 – 12/2019

- Developed a deep understanding for what draws players attentions to different areas of each room
- Guided players through the rooms utilizing context clues and landmarks that they have seen
- Worked as part of a team to adjust the area of each room to enhance the overall experience of each area

EDUCATION

Bachelor of Arts in Game Design
DigiPen Institute of Technology - Redmond, WA

Expected 04/2021

SKILLS

UX

- Team Communication
- Documentation
- User Research
- Visual Communication
- User Understanding
- Rapid Playtesting/Iteration

Tools

- Unreal Engine 4
- Unity Engine
- Maya
- Blender
- Visual Studios
- Tableau
- Axure

Technical Languages

- C#
- Visual Scripting / Blueprints