

BILLY CHATTERTON

UI/UX AND GAME ARTIST



www.billychatterton.com
billy.chatterton@gmail.com
206.434.8611 | Seattle, WA

SKILLS

User Interface / User Experience
Programming / Scripting
ActionScript 2 & 3 / UnrealScript / C#
Pipeline / Rigging / Quality Control

Environmental / Vehicle Modeling
Organic & Hard Surface Modeling
Real-Time & Baked Lighting
Digital Sculpting

SOFTWARE

Visual Studio / Xbox One XDK
Unreal Engine 3 & 4 / CryEngine3
Unity / Scaleform / Perforce

Autodesk 3ds Max / Maya / Mudbox
Adobe Flash / Photoshop / CS / CC
Pixologic ZBrush

GAME CREDITS

Gigantic
Ryse: Son of Rome
Sunset Overdrive

Age of Empires Online
Ingress

EXPERIENCE

Freelance Artist / Owner 2/2014-Current
Seattle, WA
- Three AM Builds
- Freelance artist working in 3D modeling, animation, games, graphic and web design.



User Interface Developer 6/2015-Current
Seattle, WA
- Motiga (contracted and hired)
- I work with the team at Motiga creating cross-platform User Interface content for our Xbox One & Windows 10 title Gigantic using Flash, ActionScript 3, Photoshop, Illustrator, UnrealScript, C++, and Scaleform.
- I contribute in design meetings, create content in Flash based on wireframes and concept art when available and implemented needed code support.



User Interface Designer / Developer 6/2013-3/2014
Redmond, WA
- Microsoft contract (extended twice)
- I worked with the Core Publishing Development Team on the Xbox One launch title: Ryse: Son of Rome both in Redmond and on sight at Crytek in Frankfurt, Germany. I was extended to prototype UI for Sunset Overdrive.
- I worked closely with their User Experience team on multiple designs from concept to in-game screens based on feedback and Xbox One style guide.
- I created content using Flash, Photoshop, Illustrator, ActionScript 2 & 3, Scaleform, C++, CryEngine 3, Insomniac's engine, Visual Studios, Xbox SDK.



Visual Data Specialist 6/2012-6/2013
Bothell, WA
- Niantic / Google contract
- I worked on creation, extraction, formatting and editing content and quality control for Niantic's Ingress mobile game and Field Trip mobile application.



3D Modeling Internship 1/2011-3/2011
Redmond, WA
- Gas Powered Games
- I created 3D models and textures for Age of Empires Online matching their established art style and engine specifications.

EDUCATION



Bachelor of Fine Arts in Game Art and Design 6/2012
Seattle, WA
- The Art Institute of Seattle
- My chosen specializations were: 3D modeling, Lighting, and User Interface.