

BILLY CHATTERTON

UI/UX GAME DEVELOPER



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206.434.8611 | San Diego, CA

SKILLS

User Interface / UI
Programming / Scripting
Iteration / Prototyping

User Experience / UX
Visualization / Wireframe / Layout
User Modeling / User Research

SOFTWARE

Visual Studio / FlashDevelop / Perforce
Unreal Engine 3 & 4 / CryEngine 3

Flash / Photoshop / Creative Cloud
Unity / Scaleform / Console SDKs

LANGUAGES

ActionScript 2 & 3 / JavaScript

UnrealScript / C++ / C#

GAME CREDITS

Rocket League
Ryse: Son of Rome
Age of Empires Online

Gigantic
Sunset Overdrive
Ingress

EXPERIENCE



User Interface Programmer

6/2017-Current
San Diego, CA

- Psyonix
- I work as part of the UI team at Psyonix on our PC and multi-console game *Rocket League* using Flash, FlashDevelop, ActionScript 3, and Scaleform.
- I own UI implementation of features taking design docs and concept art and working with client and online services programmers to add these features.



User Interface Developer

6/2015-6/2017
Bellevue, WA

- Motiga (contracted and hired)
- I worked with the team at Motiga creating cross-platform User Interface content for our Xbox One, Windows 10, and Steam title *Gigantic* using Flash, ActionScript 3, Photoshop, Illustrator, UnrealScript, C++, and Scaleform.
- I contributed in the design process; created content in Flash based on wireframes and concept art, 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.

EDUCATION



Bachelor of Fine Arts in Game Art and Design

6/2012

- The Art Institute of Seattle
- My chosen specializations were: 3D modeling, Lighting, and User Interface.

Seattle, WA