

Chris Wieber

Lead UI/UX Designer

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SUMMARY

Seasoned UI/UX Designer with over 15 years of experience creating digital user interfaces. My focus is on designing the look and feel of a project and creating an intuitive user experience. I have worked on a diverse range of projects including game design, website design and mobile app design. I also have experience composing and recording music and sound effects.

EXPERIENCE

Lead UI/UX Designer

GungHo Online Entertainment, Inc. (April 2015 – Present)

- Head of the Creative Team. Manage the junior artists.
- Design the UI/UX for our games and responsive websites.
- Coordinate with the Production Team to determine the functionality of each project.
- Create freehand sketches based on those discussions and revise them as needed.
- Create the wireframes, mock ups and prototypes for testing purposes.
- Design all the artwork needed for UI purposes (icons, buttons, color schemes, etc.).
- Work with the Engineering Team to discuss the layouts, create design specs and provide art assets for implementation into the code.

UI/UX Designer

Self Employed Freelance Designer (July 2013 - April 2015)

- Specific responsibilities on all the jobs listed below include creating sketches, wireframes, mock ups, prototypes, design specs and art creation.
- Hyvve: designed the UI layout and art assets of a time management app (to do list) for iOS and Android.
- Super Word Drop: designed the look and feel of a word game for iOS and Android.
- Spark Unlimited: designed the UI/UX of a Monster themed mobile game with a pinball mechanic for iOS and Android.
- Hello Studios: redesigned the existing UI of a Keno style mobile game. I also composed and recorded all the sound effects and theme music.
- LastLook: UI design and art creation for a fashion app on iOS.
- Reckless Rivals: wrote and recorded the theme music for a car racing game on iOS and Android.

UI Designer

Zynga (August 2009 – June 2013)

- Lead Artist on the Petville game. Mentored the junior artists on the use of Adobe Illustrator, Photoshop and Flash.
- Designed the UI layout and templates for other artists to follow. This included providing the guidelines on UI dimensions and the size and type of art assets to be implemented.
- Helped the Mobile Team transition from Flash games to the mobile platform by researching the differences between mobile and desktop functionality and implementing that into our designs.
- Designed UI layouts, wireframes, mock ups, design specs and art assets for Forestville, Cityville Hometown, Holy Mackerel, Coasterville and the Zynga Mobile Social Channel.
- Wrote and recorded a few of the very first Petville game theme songs.

See my website for more work experience and portfolio.

SOFTWARE KNOWLEDGE

Expertise with Mac and PC platforms using all the usual suspects – Adobe Creative Suite (Illustrator, Photoshop, etc.), MS Suite, InVision, HTML, CSS, Franken-Coder, Pro Tools, Cubase.

EDUCATION

Austin Community College – Computer Graphics and Animation

References available upon request.