**Scott Fredley**

**User Experience Designer**

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About

* Scott is an interdisciplinary user experience designer with a focus in technical game design. When he's not making games on the computer, he's making any number of mixed media crafts with his hands, including but not limited to: A framed pop culture print of a handsome faced anime fish, a 1980's Datusn 280zx restoration, and an experimental clothing line.

Skills

* *Design:* Adobe XD, Human Centered Design, User Stories, Wireframe, Storyboard, Prototyping
* *Programming*: LUA, C#, GML, CSS, HTML
* *Game Engines*: Slipspace, Unity 2018, GameMaker Studio 2, Roblox
* *Graphics***:** Photoshop, Illustrator, Maya, Blender
* *Documentation***:** Azure Dev Ops, Confluence

Education

**University of Washington (Graduated June 2017)**

* Bachelors in *Interactive Media and Design* with a minor in *Computer Science*

Jobs

**Technical UX Designer, 343 Industries (Halo Infinite) (March 2019 - Present)**

* Designed, implemented, and iterated multiple HUD widgets to ship
* Innovates new designs by abstracting the goals and problems from the UI
* Collaborates with sandbox, multiplayer, and campaign teams to understand feature cost and alternatives
* Communicates with engineers and artists by tracking next steps and follows up with partner teams
* Champions accessibility for all users by leveraging user stories, design empathy, and accessibility standards

**Technical Artist, Art Director, GameQbator (April 2017 – Aug 2018)**

* Designed and engineered a socketing weapon interface that greatly simplified user interactions with the weapon system in Lua
* Designed, directed and helped build four huge multiplayer maps in Roblox engine
* Designed and engineered a full base customization system and user interface with upgradable buildings and customizable zoo in Lua
* Designed and engineered matching vehicle and pet customize system with interchangeable themed skins, particle systems and armor in Lua

Self-Started Projects

**Game Designer, Engineer,** [**Some Assembly Required**](https://studiofredley.itch.io/some-assembly-required) **(Nov 2018 – Dec 2018)**

* Designed and engineered an hour of unique and fun physics based gameplay in a 30 day game jam in Unity Engine and C#
* Built an extensible object based combat system of over 10 enemies, 14 weapon parts, and 5 building parts from scratch in C#
* Managed a strict week to week, agile project schedule with weekly scrum meetings and product backlog

**References available upon request**