

CHANCELLOR GARDINER

website chancellorgardiner.com
email chancellor.gardiner@gmail.com

EXPERIENCE

UI Artist II, Forza Motorsport

Turn 10 Studios, Redmond, WA

PRESENT

- Designed UI screens and icons in Figma.
- Built user flow prototypes in Figma to present designs.
- Designed screen visual styles and racing posters.
- Managed asset exporting and file management
- Developed design library best practices to optimize design workflow.
- Thrived in an agile work environment and communicated with multi-disciplinary teams.

UX/UI & Visual Designer, Rogue Company

Hi-Rez Studios, Alpharetta, GA

JUNE 2021 – JULY 2023

- Designed UI screens and wireframes in Figma.
- Built user flow prototypes in Figma to quickly test and get feedback on designs.
- Built, implemented blueprint logic, and managed blueprint widgets in Unreal Engine.
- Developed visual styles and branding guidelines to support UX/UI needs.
- Created detailed design documentation for programmers to use to build out UI.
- Designed responsive UI used across multiple platforms and devices for a live service game.
- Autonomously managed design libraries to optimize design workflow.
- Thrived in an agile work environment and communicated with multi-disciplinary teams.
- Supported UI by doing routine quality assurance, creating solutions to address bugs/defects.

Web & Brand Designer

Copy Source, Bellingham, WA

FEB 2017 – AUG 2020

- Integrated brand identity into a responsive web experience.
- Focused on user-first design to create a seamless online customer experience.
- Created sitemaps and user journeys to organize user flow and company product information.
- Used HTML/CSS to promote a strong company identity in the online user experience.
- Led the design strategy for the online experience and worked with stakeholders to achieve it.
- Designed Digital Signage for the company website, Facebook, Instagram, and Google Ads.
- Developed branding systems for team members to independently create brand ready materials.

UX/Visual Designer & Project Manager

108webnovel.com, 4rose Studios

2019 – 2021

- Built UI Prototypes in Figma to ideate and test designs.
- Designed interactive web pages to enhance the web novel's story.
- Conducted UX research to find engaging methods for digital novels.
- Designed UI Wireframes for web and mobile, and developed them with HTML, CSS, and Javascript.
- Organized timelines and managed team tasks to achieve production goals.
- Developed world-building through branding and visual designs.

UX Design Intern

Globant, Seattle, WA

JUNE 2019 – AUG 2019

- Designed UI wireframes for web and television.
- Built UI prototypes in Sketch & Zeplin to ideate and test designs.
- Designed the visual identity and created UI interactions.
- Practiced user centered design methodology to redesign internal developer tools.
- Researched competitor UX and identified best practices on the market.
- Proactively identified UX issues and developed solutions to enhance the user experience.

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EDUCATION

Design, BFA Art History Minor
Western Washington University, Bellingham, WA

SKILLS

Technical

Figma, Unreal Engine, Blueprint Visual Coding, Jira, Confluence, Project Management,
Adobe Creative Suite, Blender, HTML & CSS, Javascript & JQuery Experience

Design

UI/UX, UMG, User Flows, Wireframes, Front-end Web Design, Prototyping,
Motion Graphics, Branding, Documentation, Accessibility