

TYLER CARPENTER

UX, INTERACTION & GAME DESIGN

805.708.3677 // adarael@gmail.com // deus.absconditus.org

Skills

Methods & Tools: Interaction design, wireframing, prototyping, writing, game design, usability testing. Adobe Creative Suite, 3ds Max & Mental Ray, LocalizeDirect, Microsoft Expression Studio.

Languages: XHTML/HTML5, CSS3, LUA, C#, PHP, XUI, JavaScript, ActionScript 3, MySQL, Silverlight.

Experience

Monolith

2011 - Present
Kirkland, WA

UX & Game Designer

// **Middle-earth: Shadow of Mordor** - PC, Xbox One, PS4
// **Guardians of Middle Earth** - Xbox Live Arcade

Created wireframes, interaction maps, information architecture and usability test plans for all aspects of game menus, frontend, and in-game HUD.

Designed game controls, moment-to-moment user interactions and messaging, and overall user input experience during gameplay.

Wrote specifications and concepts for all aspects of user-facing gameplay, menu interactions, and social interactivity features while working with the usability test team for rapid revisions.

Heavy involvement in the creation of the Nemesis System, including screen layout, enemy presentation messaging, and writing of over 10,000 lines of enemy dialog.

Microsoft

2007 - 2011
Redmond, WA

User Experience Designer, Team Lead

// **Microsoft Kinect & Metro Dashboard**
// **Xbox 360 "New Xbox Experience"**

Created wireframes, prototypes, and final layout/architecture of all aspects of the Xbox 360 Dashboard and related apps.

Collaborated with concept designers and developers, ensuring that the end-to-end experience was highly polished, and met technical and business requirements.

Trained co-workers and mentored the Xbox Interface Production Team. Responsible for writing training documents, conducting tools training, writing style guides and best practices documents.

Contracted through Aquent, LLC.

Nintendo of America

2006 - 2007
Redmond, WA

Localization Writer

// **Fire Emblem: Radiant Dawn** - Wii

Wrote system text, character dialogue, voiceover and narration.

Ensured consistency of tone, characterization and story points between the Japanese and North American versions of the game.

Contracted through Aerotek Staffing.

IDGEC / GSD Programs

2003 - 2006
Santa Barbara, CA

Web Designer & Developer

Designed & maintained the IDGEC & GSD websites, from inception through several revisions. Site included password-protected areas, MySQL database integration, and digital library management.

Created graphics & data visualizations for web and print using Adobe Creative Suite & 3ds Max.

Wrote copy and edited final proofs for publications, including brochures, papers, and several books.

Freelance design & writing projects available upon request.

Education

University of California, Santa Barbara: 1997-1998, 2002-2006. Majored in Japanese Studies & English.

References

Bach Payson, Senior Producer, Monolith: Manager. bach.payson@lith.com

David Wells, Senior Program Manager, Microsoft: Manager at Xbox. davidwel@microsoft.com

Noelle Stransky, Senior UX Designer, Demand Media: Co-worker. nstransky@gmail.com