

Brennan Carlyle

Champaign, IL

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btcarlyleportfolio.com



Experience

Deep Silver Volition

UX & Mission Designer - Saints Row

May 2021 - September 2023

- UI/UX Design for DLC Store Menus
- Wireframes & mockups for missions/activities
- Mission design & bug fixing for Saints Row/DLC
- Usability testing for missions/activities

OSF Jump Simulation

UI/UX Design for medical training simulations

June 2019 - January 2020

- UI/UX Design for Clinician Interface prototype
- Wireframes & mockups for platform prototyping

Caterpillar

UI/UX Design for employee interface

Aug 2019 - Dec 2019

- UI/UX Design for Employee log-in Interface
- Wireframes & mockups for log-in process

Education

Bradley University, Peoria IL

BS in UI/UX Design

Minor in Game Design

Rock Valley College, Rockford IL

Associates in Arts

Honors/Awards/Interests

APX Certified under Able Gamers

Graduated Summa Cum Laude (BU)

Honor Roll and Dean's List student (RVC)

Recipient of Jeanette E. Nelson Scholarship

Recipient of Chris Gyorkos Swimming Scholarship

**References available upon request*

Skills

Artwork & Design

Adobe Creative Suite

Figma

InVision

Unity

Unreal Engine 4 & 5

Blender

Maya

Substance Painter & Designer

Aseprite

Lucid Spark & Lucid Chart

Miro

Engineering & Languages

Volition CTG Editor

C++/C#

JavaScript

Git/Github/Gitbash

CSS/HTML

Unreal Blueprints

Visual Studio

Perforce

Hansoft

Jira

General

UI/UX Design

Rapid Prototyping

Wireframing

Usability Testing

Storyboarding

User Research

3D Modelling

Concept Art

Working Remotely

Team Leadership

Teamwork