

# Ethan Tal

Game UI/UX Developer

 [www.ethantal.com](http://www.ethantal.com)

 [in/ethantal](https://www.linkedin.com/in/ethantal)

 [ethan.e.tal@gmail.com](mailto:ethan.e.tal@gmail.com)

 [@ethantal\\_UI](https://www.youtube.com/@ethantal_UI)

## Engines

- Various Proprietary Engines
- Unreal Engine 4
- Unity 2017

## Languages

- Various Scripting Languages
- C/C#/C++
- English

## Tools

- UI Editors
- Figma
- Illustrator
- Visual Studio
- Perforce
- Miro
- Jira
- MS

## Skills

- Wire-frames
- UX/UI Design
- Production
- Prototyping
- Implementing Mock-ups
- Accessibility
- Bug Fixing

## PROFESSIONAL EXPERIENCE

### Naughty Dog – Sony Interactive Entertainment

*Santa Monica, CA, USA*

#### Lead UI Designer

*Aug 2025 – Present*

#### Intergalactic: The Heretic Prophet (PS5)

*Upcoming*

Managing team of 9 including outsourcing. Designing, hiring, planning, and implementing Naughty Dog's most ambitious project.

#### Principal Technical UI Designer

*Sep 2023 – Aug 2025*

#### The Last of Us Part II: Remastered (PS5)

*Jan 2024*

Porting to PS5. Various extras content: rogue-like No Return, Guitar Free-play, Speed-run Mode, ETC. Collaborated with outsourcing.

#### Senior Technical UI Designer

*Sep 2022 – Sep 2023*

#### The Last of Us: Online (PS5)

*Canceled*

Rapid prototyping between HUD, game play menus, and meta game interfaces. On-boarding and hiring manager for UI.

#### Technical UI Designer

*Jun 2019 – Sep 2022*

#### The Last of Us Part I (PC)

*Mar 2023*

Ported UI to PC from ground-up. Managed UI development and production. Created vast option menus and game pad support.

#### The Last of Us Part I (PS5)

*Sep 2022*

Modernized UI using TLOU2 philosophy Ported UI to PS5. Added extensive accessibility, Speed-run mode, and managed production.

#### The Last of Us Part II (PS4)

*Jun 2020*

Implemented all options, extras, and main menu. Strong focus in accessibility features. Lots of bug fixing and polishing for ship.

## EDUCATION

### DigiPen Institute of Technology

*Redmond, WA, USA*

### B.S in Computer Science & Game Design

*UI+UX Focus | Summa Cum Laude | Valedictorian*

Notable works: Takowana County (2018), Outlier (2017) & Utomah (2016). Details on my website under Portfolio → Projects.