



Ethan Tal

UI/UX Developer

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Editors

Unreal Engine 4
Unity 2017
Custom Engines
Zero (Proprietary)

Languages

C/C++
C#
UE4 Visual Scripting
Zilch (Proprietary)

Tools

GitHub
Perforce
Doxygen
Visual Studio
MockFlow
Slack
MS Office
Illustrator

Skills

Wireframing
Prototyping
Flow-charts
Mock-ups
Scripting
UI Systems
Interaction Design
UX Principles

EDUCATION

DigiPen Institute of Technology (Redmond, WA)
Bachelors of Science in Computer Science and Game Design

May 2019

GPA: 3.85 | Summa Cum Laude | Valedictorian

WORK EXPERIENCE

Naughty Dog

Santa Monica, CA

UI Scripter

Jun 2019 - Present

- ▶ Sole UI scripter/programmer utilizing C++ and in-house scripting language
- ▶ Building, maintaining, and debugging global UI systems
- ▶ Works with designers and programmers on mockups, systems, and accessibility

DigiPen Institute of Technology

Redmond, WA

Resident Assistant

Sep 2016 - May 2019

- ▶ Fostered a sense of community for 100+ domestic and international students
- ▶ Organized events for residents producing an involved community
- ▶ Mediated and resolved conflicts between residents

PROFESSIONAL

The Last Of Us Part II

UI Team: 3 | Engine: Proprietary
Naughty Dog's largest and polished experience, and send off to the PS4

UI Scripter

Jun 2019 - May 2020

- ▶ Scripted hooks and menu logic for all pause and main menu screens
- ▶ Spearheaded all HUD settings and UI support on the accessibility team
- ▶ Implemented pixel perfect UI to achieve desired visual quality within tech constraints
- ▶ Shipped as the sole UI scripter for the last 6 months of the project's production

STUDENT

Takowana County

Team: 18 | Engine: UE4
1st person suspenseful exploration with a deduction board mechanic

UI/UX Developer | Game Designer

Sep 2018 - Dec 2018

- ▶ Utilized UMG to communicate player goals through player HUD
- ▶ Transformed 2D menu into a 3D diegetic journal for an immersive experience
- ▶ Collaborated with art and sound team to improve UI/UX creating a polished product
- ▶ Refocused narrative and gameplay structure/flow to improve player experience

Outlier

Team: 18 | Engine: Custom
1st person horror puzzle in a machine controlled world

UI/UX Developer | Scripting

Sep 2017 - Apr 2018

- ▶ Incorporated theming and game mechanics in an immersive 3D menu
- ▶ Developed custom UI system for HUD and in-game menus
- ▶ Prototyped vertical slices of gameplay and UI in UE4 to improve production workflow
- ▶ Spearheaded all implementation of gameplay in C#

Utomah

Team: 11 | Engine: Custom
2D action adventure in a charcoal drawn world

UI/UX Developer | Scripting

Sep 2016 - Apr 2017

- ▶ Designed and built menu/game UI in C++
- ▶ Integrated cinematic events to enhance user experience
- ▶ Programmed destructing and reconstructing environments for player feedback
- ▶ Managed team of 11 through an established production schedule

AWARDS

DigiPen Student Awards

Utomah

- ▶ Best Sophomore Game
- ▶ Game of the Year Runner Up
- ▶ Best 2D Design Runner Up
- ▶ PAX West 2017 Booth
- ▶ IGF 2018 Best Student Game Entry

Apr 2017