



# 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  
Proprietary Scripting

### Tools

GitHub  
Perforce  
Miro  
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

### Principal Technical UI Designer

Jun 2019 - Present

- ▶ Rapid prototyping & iterative development focused on HUD, menus, and controls in C++ and proprietary scripting language/engine.
- ▶ Guide technical direction & strategy of development as co-lead of UI department
- ▶ Point of contact for implementation and getting requests/mockups in game

## PROFESSIONAL

### The Last Of Us Part II Remastered

UI Team: 5 | Naughty Dog  
Remastered on the PS5 with Extras and No Return mode

### Principal Technical UI Designer

Apr 2023 - Jan 2024

- ▶ Collaborated with remote team to develop new UI for the roguelike No Return mode
- ▶ Migration of PS4 UI to PS5, along with updates from Part I's development to Part II
- ▶ Setup menu structures for new Extras and game modes within the existing framework
- ▶ Onboarding for new team onto studio's UI editor/engine, contact for tech challenges

### The Last Of Us Part I

UI Team: 1-3 | Naughty Dog  
Ground up remake of Naughty Dog's classic title released for the PS5 and PC

### Senior Technical UI Designer

Jun 2020 - Mar 2023

- ▶ Sole implementor for PS5 release, manage and implementation of all UI from Part II
- ▶ Lead UI technical development for studios first ever PC release and execution in game
- ▶ Implementation of Speedrun, Skins, etc on PS5. Control & UI interaction design for PC

### The Last Of Us Part II

UI Team: 3 | Naughty Dog  
Sequel to game of the decade, Naughty Dog's largest game and send off to the PS4

### Technical UI Designer

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 scripiter 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