

# Zach Shelton

## UI/UX Designer

A diverse background in UI Design, game design, level design, animation, film making, and customer service. Experienced with creating visually exciting and user friendly navigation.

Austin, TX

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## PROJECTS

### **Circuit Breaker — Unity Project - Lead UI Designer**

December 2023 - August 2024

Created layouts, art and programming for front end UI as well as in game UI for the game "Circuit Breaker."

### **Scott Pilgrim Vs Monopoly — Unity Project**

August 2023 - December 2023

Recreated the board game Monopoly in Unity with a heavy emphasis on redesigning UI theme based on the popular comic book "Scott Pilgrim."

## EXPERIENCE

### **Apple, Austin, TX — Genius**

December 2011 - PRESENT

Independently solves hardware and software issues. Coaches and provides training to a team of technicians. Demystifies complex technical processes into simple and accessible concepts.

### **Willow Road Animation, NYC, NY — Lead Animator**

January 2009 - December 2019

Directed, Animated, and edited short films, commercials and documentaries across TV, film, and the web. Lead Animator and co-director of award winning motion comic "Justice For Hire."

## EDUCATION

### **Austin Community College, Austin, TX — Associate of Applied Science: Game Design Specialization**

August 2022 - December 2024

3.71 GPA

## SKILLS

**Technical Skills:** Unity, C#, Adobe Creative Suite, 3D Studio Max, Maya, Final Cut

**Soft Skills:** Excellent interpersonal skills, multitasking, conflict resolution, giving/receiving specific, constructive peer feedback, and creative problem solving

## AWARDS

Silver Telly Award for "Best Online Animation" - Justice For Hire

Davey Award Winner for "Best Online Video/Film - Animation" - Justice For Hire

Accepted into the San Diego Comic Con Independent Film Festival

## Organizations

IDGA 2024 - Present

