

CLAY HOFFMAN

UX DESIGNER | ARTIST

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(512) 297-7521

My UX design strives for joyful interactions that are informed by my years in game development.

EXPERIENCE

UX DESIGNER - KWADDLE, AUSTIN TX

JULY 2017 - CURRENT

SPECIFICS: Conducted user and stakeholder interviews, competitive research, sketches and wireframes, story mapping, prototyping and UX design work for Kwaddle's MVP.

FREELANCE UX DESIGNER, AUSTIN TX

OCTOBER 2016 - JULY 2017

SPECIFICS: UX consulting work for various companies including Sapling Data and CGBot Studios.

FREELANCE 3D ARTIST - ROOSTER TEETH, BOSS FIGHT, AUSTIN TX

DECEMBER 2015 - OCTOBER 2016

SPECIFICS: Produced 3D assets for games and television, including a principal set piece for the web series *Red v. Blue*.

LEAD ENVIRONMENT ARTIST - KINGDOM GAMES, AUSTIN TX

OCTOBER 2014 - DECEMBER 2015

SPECIFICS: Worked with the art director and designers in the unity game engine to craft the terrain and tileable building assets of *Five: Guardians of David*. Established best practices for maintaining company data.

3D ARTIST - CHAOTIC MOON STUDIOS, AUSTIN TX

APRIL 2013 - JANUARY 2014 (CONTRACT)

SPECIFICS: Produced FBX mobile game assets for the unity game engine. Environment concept and development; character concept and development; game space creation. VR environment concept and development.

SENIOR ARTIST - DISNEY INTERACTIVE, AUSTIN TX

MARCH 2006 - APRIL 2013

SPECIFICS: Pre-planned multiple levels on *Disney Epic Mickey*. Created Tomorrow Land geometry, collision, UVs, textures and shader blends. Crafted a texture-generation pipeline for outsourcing staff. Engineered Photoshop scripting for easier texture production. Produced next-gen textures and enforced texture standards on *Disney Epic Mickey 2: The Power of Two*. Created world assets for both titles. Presented pre-release demos at E3 and PAX. Created the iconic "dripping ears" logo used throughout *Disney Epic Mickey* and all related global marketing promotions.

SKILLS

UX Design and Research, Concepting, Sketching, Wireframing, Scrum and Lean Processes, Prototyping, Usability Testing, Concept Art

SOFTWARE

Sketch, Balsamiq, Adobe Photoshop, After Effects, Premiere, Axure, Invision, POP, Modo, Unity, Unreal, nDo2, CrazyBump, ZBrush, Perforce

PRODUCT AWARDS

1st Place

IBM | GA Austin Hackathon (2017)
Watson Minutes App

"All-TIME 100 Video Games"
TIME Magazine (2012)
Deus Ex and Ultima Online

Interactive Entertainment Award
BAFTA (1999)
Deus Ex

EDUCATION

UX Design Immersive Course,
General Assembly

BA, Studio Art, Southwestern
University, concentration in
painting and charcoal