

## CONTACT

770.317.6537  
TravisStewart@gmx.com  
Burien, WA - Willing to work  
remote, local, and hybrid

## INDUSTRY EXPERIENCE

**2021- 2023** That's No Moon Entertainment  
Game Designer

- Designed, planned, and implemented an innovative Inventory System.
- Designed and implemented multiple gameplay systems including:
  - crafting systems
  - interactive causal systems
  - prototype menu systems
- Worked closely with engineering to develop robust systems
- Laid out tutorial levels for external deliverables.
- Recorded and shipped video presentations for external deliverables.
- Collaborated with Audio, Art, SFX, Animation, Narrative and Engineering to execute systems prototypes.
- Worked remote and in office.

## UNREAL ENGINE 4/5

- Blueprints
- Gameplay Ability System
- Common UI
- UMG
- Finite State Machine
- Animation Blueprints
- C++

## OTHER SOFTWARE

- Photoshop
- After Effects
- Maya
- 3DS Max
- Miro
- Perforce
- Jira
- Java

## EDUCATION

**ART INSTITUTE OF TENNESSEE - NASHVILLE**  
BACHELORS OF MEDIA ARTS AND ANIMATION

**ITT TECHNICAL INSTITUTE**  
ASSOCIATES OF VISUAL COMMUNICATION

**SAMFORD UNIVERSITY**  
PHILOSOPHY AND RELIGION

## OTHER EXPERIENCE

**2016- 2021** TOP FLIGHT AEROSTRUCTURES INC.  
CERTIFIED LEVEL 2 Q.A. TECHNICIAN

Work experience prior to 2016 available upon request.