

DEREK VALERIO

UI Animation & VFX, UI/UX Design, Illustration

PORTFOLIO: derekvalerio.com

SENIOR USER INTERFACE DESIGNER

8+ years experience in the video game industry, specializing in UI animation and high fidelity visual design. Expertise in all phases of game development from pre-production through live operations. Almost a decade of experience working with world-renowned IP, franchises, and branding. Possesses a keen understanding of interaction design patterns and trends, and the ability to work closely and collaboratively with all game development disciplines.

Strives to deliver clear and enriched experiences that are thoroughly refined and polished.

CORE COMPETENCIES

UI Animation (Unity, Mecanim) • UI VFX (Unity, Shuriken Particle System) • Visual Design • Wireframes • User Flow • Creative Direction • Prototyping • Information Architecture (IA) • Illustration (Visual Development, Concept, Production) • Iconography • Visual Communication Design • Usability Research • Cross-Functional Team Leadership

Technical Summary: Sketch, Adobe Illustrator, Adobe Photoshop, Overflow, Flinto, Unity (uGUI & NGUI), SketchUp

PROFESSIONAL EXPERIENCE

LUCASFILM GAMES, San Jose, CA; **SENIOR USER INTERFACE DESIGNER**

JUL 2017 - OCT 2018

- Brought onto mobile title, Star Wars: Rivals, during pre-production to elevate overall UX to higher level of visual polish by enhancing UI with animations and VFX.
- Recipient of numerous team awards in recognition for significant contributions to project

DISNEY CONSUMER PRODUCTS & INTERACTIVE, Palo Alto, CA; **SENIOR USER INTERFACE DESIGNER**

JAN 2014 - JUL 2017

- Played instrumental role in providing UI and UX designs for mobile title, Star Wars: Commander, from pre-production through live operations; contributions assisted in the game earning over \$100M in lifetime revenue and is still going strong as the longest running Star Wars mobile game to date.
- Collaborated with teams of software engineers and subject matter experts across all game development disciplines (Production, Product Design, Game Design, and Engineering) to develop features that drive revenue and retention.
- Accomplishment: Partnered with another UI designer to overhaul Star Wars: Commander's entire UI in two days over the weekend in a successful effort to complete the "UI Refresh" without interrupting engineering.

DISNEY CONSUMER PRODUCTS & INTERACTIVE, Palo Alto, CA; **LEAD ARTIST (Promoted from Artist in 2012)**

JUL 2010 - JAN 2014

- Provided Illustration work that significantly contributed to bringing 3 games from concept through world-wide launch and live-operations: (Disney) Gnome Town, Botkin's Hidden Cove, and (Disney) Alice in Wonderland: A New Champion.
- Manage and mentored 2 in-house artists while simultaneously managing outsource vendors.

PLAYDOM, Mountain View, CA; **ARTIST (Production)**

JAN 2010 - JUL 2010

- Provided Illustration work for multiple social games on Facebook including Tiki Resort, Mobsters 1, Mobsters 2, Sorority Life, Wild Ones.

EDUCATION

CALIFORNIA POLYTECHNIC STATE UNIVERSITY, San Luis Obispo, CA; **Bachelor of Architecture; B.Arch., Architecture**