

BRANDON SCHAPEKAHM

UI/UX Designer, Game Developer

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theschap.com

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Experience

Raven Industries UI/UX Designer

05/2011-
Present

- Creating wireframes, mockups, and prototype interfaces
- Designing UI elements, graphics, and other visuals
- Collaborating with Engineers, Product Managers, and Clients
- Establishing UI standards and documentation for 4 products
- Responsive design across Web, Embedded, and Mobile

Johnson Center for Simulation Senior Digital Artist

08/2006-
05/2011

- Creating 3D environments and characters
- Creating games, interfaces, and animations in Flash; AS2 and AS3
- Presenting and assisting at conferences and presentations
- Designing looks and mechanics of games
- Concept art

Education

The Art Institutes International B.S. Media Arts & Animation

06/2006

Human Factors Institute Certified

05/2018

Side Projects

Game Jams

Design, programming, art, and audio on 9 projects

2014-
Present

VEX IQ Robotics

Coach for Elementry team

2019-
Present

Skills

Design

Proficient in **Balsamiq, Adobe Creative Suite, Blender** - Solid in **3ds Max, Sketch, Figma**

Engineering

Proficient in **Unity, C#** - Solid in **C++, Python** - Familiar with **React, JS, CSS, HTML**