

# CHACE DIEMOND

UI/UX DESIGNER

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## EXPERIENCE

### **Systems/UI/UX Design - Various Personal Projects** (November 2023 - Present)

Team Size: 1, Unreal Engine 5

- Designing various prototypes in Unreal Engine 5 to continue practice and learning of Systems, UI, and UX prototyping
- Continued learning and practicing of Menus and UI Elements via Unreal Engine UI Materials

### **UI/UX Design – Lucky Limbo** (Student Project, September 2022 - May 2023)

Team Size: 8, Unreal Engine 5

- Designed layout and did artwork for all cards in the game throughout development
- Designed a variety of in-game menus as well as the HUD
- Designed thematic resonance of cards and VFX for signifiers and feedback when throwing cards

### **UI/UX Design – Divergence** (Student Project, January 2022 - May 2022)

Team Size: 16, Unreal Engine 4

- Designed HUD elements for gameplay including Player and Enemy Healthbars, Ammo, and the UI signifier and feedback of the "Divergence" mechanic
- Worked with systems designer and art team to develop various enemy signifiers and feedbacks

### **Systems/UX Design – Bo's Big Adventure** (Student Project, September 2020 - April 2021)

Team Size: 10, Custom C++ Engine

- Created a functional prototype in Unity to test and iterate core mechanics, signifiers and feedback, and levels
- Designed and worked with programmers/artists to implement polish features in a custom game engine made in C++

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## SKILLS

**UI/UX Wireframing** – Adobe XD, Figma

**Game Prototyping** – Unity, Unreal Engine 4, Unreal Engine 5

**2D Art and Effects** – Adobe Photoshop, Unreal Engine UI Materials, Adobe Illustrator

**3D Modeling and Whiteboxing** – Maya, Unity

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## EDUCATION

**DigiPen Institute of Technology**, Redmond

WA Bachelor of Arts in Game Design

(Expected Graduation: December, 2024)