FURY SHERON

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RELATED EXPERIENCE

WARNER BROTHERS GAMES Senior Technical UI Artist
August 2023 – Present, Boston, MA (remote)
- Implemented screens from photoshop mockups to hookup full functionality in-engine
- Collaborated across disciplines to define development responsibilities, as half of the Tech UI department
- Advocated for best practices and processes as technical expert
- Participated in weekly UI critiques to ensure a more unified visual style and user experience
- Fixed client-side UI bugs in-engine

WICKED REALM GAMES UI / UX Designer
January 2022 – January 2023, Boston, MA (remote)
- Created new product pitches & feature pitches, presented them to product owners, producers, and marketing leads
- Owned development on specific features including planning, design, development, release, and maintenance (including live-product bug fixes)
- Responsible for all UX proposal review studio-wide

WICKED REALM GAMES Technical Artist
January 2020 – January 2022, Boston, MA (remote)
- Created wireframes for features and implemented the client side fully in Unity
- Maintained and improve quality while balancing asks from production, design, and product
- Fixed client-side bugs in-engine

DISRUPTOR BEAM UI / UX Designer and Frontend Developer
June 2019 – January 2020, Framingham, MA
- Created wireframes for full features and implemented them in Unity, used UI patterns to quickly build and iterate on designs
- Wrote high-quality code for mobile and web products in addition to providing robust documentation

DISRUPTOR BEAM Software Engineer
October 2018 – June 2019, Framingham, MA
- General gameplay programming and bugfixes as a part of an agile team
- Replaced all analytics in Star Trek Timelines server codebase
- Created custom tools for designers

BARE TREE MEDIA AR Developer and Designer
June – October 2018, Boston, MA
- Designed and implement AR lenses as advertisements for major corporations
- Created assets using the Adobe Suite

YACHT CLUB GAMES Programmer
Summer 2017, Marina Del Rey, CA
- Fixed bugs in core Shovel Knight C++ codebase
- Implemented an enemy end to end for King of Cards
- Adapted bosses and enemies into playable characters for Shovel Knight: Showdown
- Created new UI features to be shipped in next patch

SKILLS

PROGRAMMING LANGUAGES
- C++, C#, C, Ruby, JavaScript, Typescript, Python, Scheme, SML

HUMAN LANGUAGES
- English, Japanese

SOFTWARE
- Unity, Adobe Suite, Sketch, Git, Perforce, SVN, Microsoft Teams, Office 365, Jira

EDUCATION

TUFTS UNIVERSITY
Computer Science and Japanese Double Major, Music Minor