



Christopher "Luke" Nalker
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Work Experience:

Arenanet | 08/2012 – Present

Lead UI/UX Designer

- Conceptualized and delivered UI designs and game assets for Guild Wars 2.
- Look development, UI & UX design and visual direction for an unannounced title.

WB Games | 02/2011 – 08/2012

UI Artist

- Conceptualized and delivered UI designs, game and marketing assets for Gotham City Impostors.
- Prototyped UI designs for Shadows of Mordor.

Doublefine Productions | 02/2010 – 02/2011

Character Modeler & UI Artist

- Character Modeler on Costume Quest. Modeled and rigged exploration and combat mode characters, and additional UI support.
- 2D & UI Artist on Trenched.

DNA Games | 03/2010 – 06/2010

Sr. UI Designer

- Conceptualized and delivered UI designs, game and marketing assets for social games.

Hive7 | 01/2009 – 03/2010

Sr. UI Artist

- Analyzed UX, created UI designs, maintained and upgraded existing UI for social games.

Metaliq | 01/2008 – 11/2008

Sr. Designer

- Worked with the team members and clients to design Rich Internet Applications.
- Conceptualized, prototyped and delivered UI for MS Zune Card and other Microsoft products.
- Other duties: storyboarding, illustration, demo reel creation and other marketing efforts.

Radical Axis | 06/2006 – 11/2006

3D Artist & Character TD

- Rigging, Animation, modeling, and character design for TV series, commercials and pitches.

Moxie Interactive | 03/2004 – 12/2006

Flash Developer and Animator

- Responsible for the creation of Flash-based “micro-sites” and digital campaigns for a variety of products and companies, including Coca Cola, UPS, and Verizon Wireless.

Home Depot Corporate Office | 4/2003 – 2/2004

Production Artist

- Worked with team members to produce Home Depot's award-winning e-learning materials.

Human Data Applications | 3/2000 – 2/2003

Visual Designer

- Designed UI for proprietary human resource software, websites and marketing efforts

Technical Skills:

- | | | |
|----------------|---------------|-----------------|
| • Maya | • Premier | • Win |
| • 3DS Max | • Fireworks | • Mac |
| • ZBrush | • Unity | • HTML |
| • Illustrator | • Unreal | • CSS |
| • Photoshop | • Perforce | • Java Script |
| • AfterEffects | • Source Safe | • MEL |
| • Flash | • MS Office | • Action Script |

Education:

Savannah College of Art and Design | 03/2004 – 06/2006 | Savannah, GA
Bachelors Degree in Computer Animation

Art Institute of Atlanta | 06/1998 – 03/2000 | Atlanta, GA
Associates Degree in Computer Animation

IUPUI Herron School of Art | 08/1997 – 06/1998 | Indianapolis, IN
One Year of Course Work in Fine Arts – Transferred to AIA

References Available Upon Request