



Chris van Dalfsen

UI/UX Designer

ABOUT ME

I've started out as a Concept Artist and grown into UI/UX Design. Being more part of the development process and solving issues is what I really love doing.

During the projects I've experienced a ton of growth. Capable of handling the full pipeline wireframing, prototyping, and collaborating with developers to translate UX concepts into high-fidelity UI systems.

PERSONAL INFORMATION

Born: 18 januari 1997
Breda, The Netherlands
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EDUCATION

Breda University of Applied Sciences
Bachelor Creative Media and Game Technologies

SOFTWARE



EXPERIENCE

Stitch Heads - UI/UX Designer & Concept artist

February 2021 - Current | Breda, NL (Full time)

Superfuse - PC published by Raw Fury

2 Years | ARPG - comic book style Diablo-like

- Designed wireframes and high-fidelity mockups
- Integrated all UI elements directly into UE5
- Animated dynamic UI elements
- Designed scalable UI layouts supporting multiple languages and dynamic text expansion
- Illustrated and implemented 300+ icons
- Created environment moodpieces and
- Numerous weapon and prop sketches

Project Nova - PC /console, client work

1.5 Years | Unannounced update to a released title

- Found existing UI/UX issues and solved these by creating
- proposal mockups for the client, implementing it afterwards
- Redesigned controller interaction flow to streamline menu navigation steps and improve usability during gameplay
- Integrated UI work through a custom engine
- Created environment art for a new level

Voraxis - PC self published

6 Months | Pixel art Roguelike deckbuilder

- Designed and integrated UI/UX
- Creating and implemented UI materials
- Illustrated and implemented 100+ icons
- Created the character and environment art
- Created and iterated a paperprototyped gameflow

Forgotten Playland - PC published by Vermillion Studios Limited

6 Months | Party game

- Designed and integrated the UX framework
- Delivered a UX flow wireframes and prototypes
- Created a UX flow that works from both controller and mouse/keyboard

Unreleased project - Internal

6 Months | Rogue-lite management arena fighter

- Designed and prototyped UX wireframes
- Integrated all UI elements directly into the game engine
- Numerous UI style explorations
- Created a paperprototyped gameflow

Nimblehold - PC published by Crosshead

2 Months | Table top RPG map maker

- UX research into similar titles and what their issues are
- Designed and prototyped UX wireframes
- Worked directly with the client in an iterative process
- Integrated UI elements directly into gadot game engine