

Dorian J. Compo

Email: dorian@loyaltydivision.com Portfolio: www.loyaltydivision.com

SKILLS AND TECHNICAL PROFICIENCIES

- 3D – Alias Wavefront Maya and Discreet 3D Studio Max, Softimage XSI, MEL
- 2D – Adobe Creative Suite: Adobe Photoshop, Adobe Illustrator, Adobe Indesign, Visio, OmniGraffle, Microsoft Office Suite
- Video & Compositing – Apple Shake, Adobe After Effects, Adobe Premiere, Final Cut Pro, Discreet Combustion and Discreet Cleaner
- Web Interactive – Macromedia Flash, Action Script, XML, HTML, CSS
- Gaming – Scaleform, Perforce, SVN, Lua, DevTrack, JIRA, PC, Playstation, Xbox, iphone, ipad, android & windows phone

EDUCATION

College for Creative Studies - B.F.A. Animation & Digital Media (1999-2003)

WORK HISTORY

Activision Blizzard

Santa Monica, California (2012-Present)

Lead UX Designer

- Key stakeholder in product definition, strategic direction and platform consistency.
- Supervised and managed internal and external teams to create a best in class product.
- Documented functionality through interaction models, wire-frames, flowcharts, content matrices, sitemaps, design specs and product requirement tables.
- Integral in the design and development of a templated, structured, and consistent design language across products in order to create a unified design synthesis through the product ecosystem.
- Worked collaboratively with partner studios Treyarch & Infinityward in effort to implement game philosophy, mechanics, experience narrative and best practices across platforms.

Crispin Porter + Bogusky

Boulder, Colorado (2010-2012)

Sr. UX Designer

- Created exclusive digital content for web, iphone, ipad, android and other devices.
- Architected gameplay mechanics and behavior for multiple tactile devices.
- Conceived effective game balancing and tuning systems within multiple game environments.
- Integrated efficient pipeline systems for modular game development.
- Documented functionality through interaction models, wire-frames, flowcharts, content matrices, sitemaps, compositions and storyboards.
- Designed and developed social gaming mechanics, viral design and monetization methods.
- Developed schedules and milestone plans for efficient workflow systems.
- Key stakeholder for strategic direction and rapid prototype development.

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Pandemic Studios / Electronic Arts

Westwood, California (2007-2010)

Lead UI / UX Designer

- Lead creative design for UI, UX, HUD, Motion graphics and VFX development.
- Key stakeholder in game pipeline development and technological solutions.
- Supervised and managed outsourcing of motion graphics and localization material.
- Developed schedules and milestone plans for efficient workflow systems.
- Responsible for game mechanic and process flow structure.
- Administered contributions towards increasing productivity goals and efficiencies.

Firstborn Multimedia

Los Angeles, California (2005-2007)

Creative Strategists

- Created award-winning interactive marketing projects for high profile brands.
- Administered staffing and hiring solutions for short and long-term engagements.
- Drafted and Implemented new business proposals for new client initiatives.
- Developed schedules and milestone plans for efficient workflow systems.
- Experience coaching/mentoring personnel and conflict management negotiation.

yU+co

Hollywood, California (2005-2005)

VFX Artist (freelance)

- Created exclusive content for cinematic display and broadcast environments.
- Key stakeholder in cinematic pipeline development and technology purchases.
- Ability to deliver under extreme deadlines in intense creative environment.
- Proven ability to achieve high standards in a dynamically changing production environment.

Universal Images

Southfield, Michigan (2002-2005)

VFX Artist

- Produced large-scale projects in 3D for broadcast development.
- Managed short-term hiring solutions across multiple project timelines.
- Key stakeholder in resource management for short and long-term initiatives.
- Responsible for Autodesk post-production pipeline enhancements and improvements.
- Extensive experience in agency practices and project budgets and schedules.

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VIDEO GAME PROJECTS

- **Call of Duty**
Responsibility: UX, Game Design & Game Intergration
Game Intergration: MW3, Black Ops 2, Ghost & Advanced Warfare
App Developed by BeachHead Studios Published by Activision
Game Development: Infinity Ward, Treyarch, Sledge Hammer Games Published by Activision
(Platform: iPhone, iPad, Android, Windows Phone, Xbox 360, Xbox 1, PS3, PS4 & PC)
Release Date: November 2013 - Current
- **Call of Duty Elite**
Responsibility: UX
Developed by BeachHead Studios Published by Activision
(Platform: iPhone, iPad, Android, Windows Phone & Web) Release Date: November 2012
- **Jell-O Jiggle-It**
Responsibility: UX / Game Design
Developed by CP+B Published by Jell-O
(Platform: iPhone, iPad & iPod Touch) Release Date: September 2011
- **Disney Tron LiveCycle**
Responsibility: UX / Game Design
Developed by CP+B Published by Disney
(Platform: iphone & Android) Release Date: November 2010
- **Lord of the Rings: Conquest**
Responsibility: UI / UX / Game Design
Developed by Pandemic Studios Published by Electronic Arts, Inc.
(Platform: PC, PS3 & Xbox 360) Release Date: January 2009
- **(Untitled) Mercenaries Game**
Responsibility: UI / UX / Game Design
Developed by Pandemic Studios Published by Electronic Arts, Inc.
(Platform: PC, PS3 & Xbox 360) Release Date: Canceled Winter 2009
- **(Working Title) Legends**
Responsibility: UI / UX / Game Design
Developed by Pandemic Studios Published by Electronic Arts, Inc.
(Platform: PC, PS3 & Xbox 360) Release Date: Canceled Summer 2008

REFERENCES

Professional recommendations can be viewed via LinkedIn www.linkedin.com/in/loyaltydivision.