STEVEN DE LA TORRE

BUILDING COMPELLING EXPERIENCES FOR AAA CLIENTS

165 Miami Ave
Columbus, OH 43215

(614) 802-7774
SteveDeLaTorre@gmail.com

EXPERIENCE

Activision Blizzard — UX Technical Designer
Columbus OH —*LUA/UI/UX*

November 2020 - 2024

I've worked primarily on Call of Duty Warzone in addition to other CoD titles. Half UX designer and half technical implementer. Designing new UI elements, creating user flows, wireframes, mockups, prototypes, and implementation . I use apps like: Photoshop and Figma while designing. UI implementation is done with LUA directly in the engine with the aid of proprietary apps and tools that are unique to the Call of Duty franchise. I also worked on a demo of a Hexen remake using Unreal UMG and Blueprint systems creating new widgets for the project..

Freelance — Senior Software Developer
Los Angeles CA — *Unity/VR/AR/UI/UX*

January 2012 - July 2020

As a freelancer I've had the luxury of pursuing projects that I'm passionate about. This has seen me designing experiences and writing C# in Unity like: mobile games, VR training, Mixed Reality video production, AR for Google Project Tango, AR for NBA/MagicLeap.

Sabertooth — Senior Software Developer
Venice CA — *Unity/Flash/FLEX/PHP*

December 2009 - November 2012

I lead my team to ship two Unity C# games for iOS, deliver and maintain Kiosk apps for Hyundai, while launching websites for Harry Potter, Kaiser Permanente, and building banner ads and website takeovers for big brands like the UFC, Ford, and Sony.

Yahoo! — Senior Flash Game Developer
Santa Monica CA — *Flash/FLEX*

July 2007 - November 2009

I lead a team in the Games division of Yahoo! building Flash AS3 games that leveraged their extensive content across all verticals. The goal was to gamify their content as much as possible, creating user experiences that led users from one vertical to another.

Warner Bros. Online — Junior Flash Web Developer
Burbank CA — *Flash/FLEX*

April 2005 - June 2007

Using Flash AS3 and FLEX I worked with a talented team to build experience websites for WBs movies and TV shows while building The Toonify Engine, which monetized WBs properties, allowing consumers to design and purchase their own physical swag in app.

SKILLS

Programming: C#, Java, JavaScript, CSS, Flash AS2/3

Design: Photoshop, Figma, UI, UX

Video: Cameras, Editing, Production, After Effects,

Project: Perforce, GIT, JIRA, Bugzilla, SVN, CVS, Scrum, Agile

3D: Unity, Unreal, 3DS Max

AWARDS

Best Web Application
Flash Forward 2004

Webby Nomination
EPSON Microsite

FWA Site of the Day
4 Time Winner

FWA Site of the Month
2 Time Winner

Education

Mt Sierra
CompTIA A+, Novell

September 2000 - June 2002

Crē•8 Music Academy
Music Production

August 2017 - July 2018

AbleGamers
Certified Accessible Player Experience Practitioner

January 2023 - February 2023