

TANNER CLEMENTS

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A game designer with the ability to both design and program effective UI functionality, game systems and other gameplay elements. With a special interest in how players perceive information given by the game itself, my goal is perfecting the user experience through this information and how it is presented to the players, and committed to ensuring that players can seamlessly experience the world we create.

EDUCATION

Brigham Young University – April 2024
BS in Computer Science: Animation & Games
Minor in Mathematics
Overall GPA: 3.87

SKILLS

Game Engines:

- Unreal Engine (4.2-5.3)
- Unity
- Godot

Game Dev Pipeline:

- Perforce Helix Core
- UE Common UI
- Autodesk Maya
 - MEL
- SideFX: Houdini

Coding Languages:

- C++
- C#
- Python
- Java

Adobe Programs:

- Illustrator
- Photoshop
- Premiere Pro
- After Effects

Other Skills:

- Lithuanian (Fluent)
- Microsoft Office Certifications
 - Word
 - PowerPoint
 - Excel
 - Access
- AP ENP

WORK EXPERIENCE

Technical Artist – *Pokémon Go*

Aug 2025 – Dec 2025

Niantic, Inc.

- Contracted to aid in the production and polishing of a new, unreleased feature for *Pokémon Go*.
- Imported 1,000+ art assets to be fully integrated into the established game systems.
- Implemented, debugged and polished various UI features for final product.
- Worked through external contracting studio [Future House](#) to maintain project progress.

Unreal Engine Programmer

Nov 2024 – Jan 2025

Girraphic

- Developed sports broadcast graphics and tools for Amazon, Netflix and ESPN.
- Debugged and enhanced UI for [ESPN's Manningcast whiteboard](#) as project began AR integration.
- Contributed to both UI and object blueprint implementation for [Amazon's TNF Table Talk](#).
- Followed strict style guides for 3 different production companies across projects.
- Worked remotely with teams in Denver, Colorado and Sydney, Australia.

Video Game Capstone Project - *Shrineflow*

Apr 2023 – June 2024

BYU Center for Animation

- Contributed to the Rookies Awards finalist for 2024 game of the year, [Shrineflow](#).
- Led the design and programmed implementation of UI for the entire published and shipped project.
- Made critical design decisions regarding the game's core experience from prototype to publishing.
- Organized public playtests and playtester surveys to cultivate necessary feedback for the game's UX.
- Operated within Perforce Helix Core to help manage the code and assets of the 40+ person team.