

Christian Nasr - UI Programmer at Ivory Tower, a Ubisoft Studio

Presenting some User Interface Challenges prevailing on modern platforms with UI design and programming techniques.

```
/**/ #bandeau{ display:none; } body.fiche .contenu .toolbox ul li::before, body.consultation .contenu-fiche ul li::before,  
body.consultation .element_deco ul li::before, body.consultation .encadre-contenu__liste ul li::before, #encadres .toolbox  
ul li::before, body.consultation .encadre_auto_liste ul li::before, body.consultation .encadre_contenu ul li::before,  
.popupAide ul li::before, .contenu-fiche__element-valeur ul li::before{ content:"\e904"; } body { background:grey; }  
#banniere{ background:grey; } #menu_secondaire { background: #c1002a; } #menu_secondaire > li::after { backgroun  
#c1002a; } #menu_secondaire a { color:white; } #menu_secondaire > li.menu_secondaire-actif { background: #c1002  
#contenu-encadres{ background:#eeeeee; } #pied_page { display:none; } #body ul.objets .vignette_deco, #body  
ul#liste_resultats .vignette_deco{ background-size:contain; } /**
```

Christian worked as a C++ programmer for different companies before entering Ubisoft where he was an Associate Lead Engine Programmer for 4 years. Then, he became a UI programmer at Ivory Tower where he worked on The Crew 2. He is now Associate Lead UI Programmer in the same studio.



