# Ferenc Gozony

(949) 243-2496 | ferenc.gozony@gmail.com | cisc0-gif.github.io

## SUMMARY

Game Artist looking to provide passionate and detailed work while earning hands-on experience in AAA studios. Currently pursuing a B.S. in Game Design & Interactive Media at UCI, graduating March 2026.

## UNIVERSITY PROJECTS

### Chronomancy
Art Director                                                                                               Jun 2024 - Present
- Designed 100+ character and environment concepts, providing essential materials for the art and sound team
- Created a room design pool for procedural generation, using props and lighting to create an immersive labyrinth atmosphere
- Led a team of 8 artists across three 10-week sprints through pre-production, development, and Alpha release
- Wrote a Python bot for managing Perforce servers remotely from a project's Discord server (P4Discord)

### Project: Ether
Animation Programmer                                                                             Jun 2024 - Aug 2024
- Debugged 10 animations, 2 blendspaces, and related texture issues affecting gameplay, improving visual consistency between player and enemies
- Fixed Animation Montage errors and optimized a 7-state AnimGraph during combat development, resulting in smoother animation blending
- Resolved Blender-to-UE5 pipeline errors regarding textures, enhancing asset quality and reducing bottlenecks in production

### Convergence
Lead Artist, UI Designer, Game Designer                                                    Apr 2024 - Jun 2024
- Designed 5 UI flows, 15+ Sprites, and a background environment from concept to production in under 10 weeks
- Worked cross-functionally to develop core game systems, UI flows, and visual style
- Created promotional materials for our Itch.io page, as well as hosting a 2 system booth at a game convention

## WORK EXPERIENCE

### BranchOut, Inc                                                                                     Irvine, CA
UI/UX Design Team Lead                                                                           Sep 2024 - Present
- Organized UI/UX market research with a team of 7 ambassadors, leading user interviews and translating insights into an improved UI flow and better user experience
- Worked closely with product owner to optimize system design and interaction loop through gamification

### SECO-LARM U.S.A, Inc                                                                        Irvine, CA
Graphic Designer Intern                                                                            Jan 2023 - Dec 2023
- Created digital, print, and social media marketing content that was featured in B2B markets nationwide
- Collaborated with international manufacturers to create brand-compliant marketing materials worldwide
- Worked Full-Time over a 3 month period while Sr. Designer was on maternity leave, taking on product photography, screen printing, and organizational duties

## EDUCATION

### University of California, Irvine                                                            Irvine, CA
B.S in Game Design and Interactive Media                                                Expected March 2026
Relevant Courses: Game Programming, Team Management, Market Research, Multiplayer Programming

## SKILLS

**Game Art:** Concept Art *(Character & Environment)*, UI/UX Design *(Wireframing, User Testing, UI Flow)*, Texture Art & Technical Art, Research and Planning (Mood Boards, Reference Boards, Art Bibles), *Krita, Sketchbook, Illustrator, GIMP, InDesign, Aseprite, Figma, Blender*
**Level Design:** Greyboxing, Draw-overs, Level Flow, Environmental Guides, World-Building
**Game Design:** Core Gameplay Loops, System Design, Prototyping, Market Research, *Unity, Unreal Engine 5, GameMaker, Roblox Studio, GitHub, Perforce*
**Project Management:** Team Coordination, Agile/Kanban, Stand-ups, Conflict Resolution, Sprint Planning, *Trello, Airtable, Taiga, FigJam, Miro, Word/Docs, Excel/Spreadsheets, PowerPoint/Slides, Discord, Slack*