Ferenc Gozony
Visual Designer

Experienced Visual Designer with a background in Graphic Design, Computer Science, and Game Development. I value communication and collaboration within the work environment, and I'm looking for a company that I can commit and grow into. I'm also very adaptable and willing to fill any position you need me to. Skilled in 2D illustration (vector and raster), art and sound design, and visual programming.

Experience   *References available upon request

Visual Designer on Project In Development (Game)
June 2024 – Present / Unreal 5 / Team Size: 6+
- 2D and 3D character design and animation working in Paint Tool SAI and Blender. As this game is still in development, I am unable to release further information.

Lead Visual Designer on Convergence (Game)
May 2024 – June 2024 / Unity / Team Size: 5
- Acting as Lead Visual Designer on this project, I drafted, presented, and implmented all assets for this game from concept to production, mainly working in Adobe Illustrator and Photoshop.
- Processed and implemented all SFX into game using Audacity.

Graphic Designer at SECO-LARM, USA.
January 2023 – December 2023 / Team Size: 7
- Under mentorship of the Senior Graphic Designer, we worked to produce marketing materials including social media posts, web banners, advertisements, and product literature. All work was done in Adobe Creative Suite, WordPress, and ConstantContact.

Education

B.S in Game Design and Interactive Media at UC Irvine
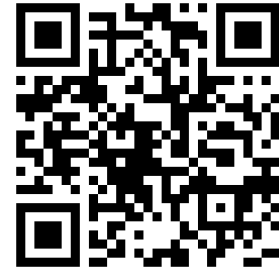September 2022 – June 2026
- Currently In Progress
- Minor in Film & Media Studies
- Video Game Development Club

SoloLearn Certificates of Completion
June 2018 – Present
- C#, C# Intermediate, C++, Python Core, HTML

Portfolio

https://cisc0-gif.github.io

Contact Info

Santa Ana, CA
(949) 243-2496
Fergo310@yahoo.com

Skills

Graphic Design
Adobe CC (3 years)
GIMP (2 years)
Aseprite (2 years)
Figma (1 year)
Paint Tool SAI (1 year)
WordPress (1 year)

Game Development
Unreal 5 (1 year)
Unity (3 years)
Blender (2 years)
GameMaker (2 years)
Git/GitHub (6 years)
Perforce (1 year)

Programming
Python (6 years)
C# (2 years)
MS-DOS & Bash (6 years)
HTML, CSS (6+ years)
MD, JSON, CSV (6+ years)