

JUDAH AVERY

CONTACT

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TECHNICAL SKILLS

- Systems Design
- UI / UX Design
- Visual Design
- Unreal Engine 4
- Unity 2D / 3D
- Adobe Suite
- C# / C++
- Autodesk Maya / Blender
- Agile Development

PERSONAL SKILLS

- Creative Problem Solving
- Excellent Communication
- Analyzing Feedback
- Critical Thinking
- Teamwork / Collaboration
- Time Management
- Presentational Skills

INTERESTS

- Game Jams
- Tabletop Games
- Running & Hiking
- Skiing & Snowboarding
- Mountain Biking

EDUCATION

GAME DESIGN BS | GAME PROGRAMMING MINOR

Champlain College, Burlington, VT

- **Current GPA 3.97 | President's List**
- Anticipated Graduation 2023

EXPERIENCE

Special Projects - Web Developer

Champlain College | April 2021 - Present | Remote

- Designing and developing portfolio websites for students from scratch using HTML, CSS, and Javascript
- Hosting events on building strong portfolios in the games industry
- Meeting 1 on 1 with students to customize their portfolios

Online Instructor

iD Tech | October 2020 - April 2021 | Remote

- Teaching game design and level design with Roblox Studio
- Teaching programming with Lua to create scripted events in levels
- Remotely instructing small classes of 1-5 students, ages 6-10

PROJECTS

Splatterpunk - Designer, UI Programmer

Spring 2021 | 3 Weeks of Development | Team of 7

Side-scrolling puzzle-platformer set in a colorless, corporate world, utilizing the ability to invert what parts of the level collide with the character.

- Designed the user interface and programmed functionality in Unity with C#
- Designed systems through team discussion, documentation, and prototyping
- Acted as a supporting role for all other development disciplines

Dreamscape - Solo Project

Fall 2020 | 1 Month of Development

Digital local multiplayer card game with a strategic emphasis on resource management where players battle each other.

- Designed and developed all gameplay systems and UI/UX
- Heavily utilized visual feedback to communicate complexities in gameplay to players
- Created design documentation alongside prototyping to rapidly iterate on the design

COBBLE - Product Owner, Lead Designer

Spring 2020 | 1 Month of Development | Team of 8

2.5D puzzle-platformer adventure game with a focus on the sensation of discovery through manipulation of the environment's mechanics.

- Responsible for designing all systems, levels, and implementing lighting
- Managed team using Agile Scrum development methodologies
- Established game's aesthetic and led the creative direction