

**Alan Johnson**  
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Passionate and detail-oriented UX/UI Designer with 1 year of hands-on experience in the gaming industry, specializing in crafting engaging, intuitive user interfaces and seamless player experiences. Skilled in user research, wireframing, prototyping, and collaborating with cross-functional teams to bring immersive game interfaces to life. Driven to blend creativity with functionality to enhance gameplay and player satisfaction.

## Education

**ELVTR - UX/UI for Gaming Online Course** (self-funded):

- Player Journey
- Paper Prototyping
- Flow Chart "UX Design" (using Figma)
- Wireframing "UX Design" (using Figma)
- Usability Testing
- UI Mockups (using Adobe Photoshop)
- Accessibility "Color Blindness" testing

(UX/UI Portfolio) <https://alanjohnsondev.github.io/Alan-Johnson-Portfolio/>

**Towson University**, Towson, MD, August 2013 - December 2017

- **Bachelor of Science**, Exercise Science (IT classes in curriculum)
- **Associate degree**, Business Administration (IT classes in curriculum)

Software Development Skills (self-funded):

**DevSlopes Academy** (One-year Boot Camp for intense immersion into web/software development)

- HTML
- CSS
- JavaScript
- Git / GitHub / GitLab / JIRA
- SQL
- Debugging

(GitHub Repositories) <https://github.com/alanjohnsonDev>

(Front End Developer Portfolio) <https://alanjohnsondev.github.io/Portfolio/>

## User Interface, Technical and Soft Skills

- Figma (software)
- Adobe Photoshop (software)
- Unreal Engine (software)
- Unity (software)
- UX Designs
- UI Mockups
- Flow Chart / Player Journey
- Wireframing
- Paper Prototyping

- Usability Testing
- Accessibility Testing (Colorblindness)
- HTML, CSS, JavaScript, C#, .NET Core

**Soft Skills:** Driven to goal, problem solving skills, listening skills, sales, communicator, collaboration and teamwork, ability to work productively in a remote setup, empathetic

## Work Experience

### Omens by Blue Light Studios

#### Lead UI Artist

June 2025 - Present

- Created UX Designs in Figma.
- Created UI Art for a narrative driven game (dialogue boxes, inventory and main menus, gameplay HUD, etc.) in Adobe Photoshop, then created assets to place into Unreal Engine.
- Communicated with Art team to come up with specific solutions to problems in the narrative driven game (having Art Team respond with weekly standups and any problems we are facing).
- Provided solutions for the rest of the team and narrowed down specifics on many UI features of the game.

### Monoblue Games

#### UI Artist / Designer

June 2025 - Present

- Created UX Designs for card game in Figma.
- Created UI Art (cards and specific elements) for card game, then created assets to place into Unreal Engine.
- Communicated with Art team on specific solutions to implement into the card game.

### Spark of Genius Studios

#### UX/UI Designer

June 2025 - Present

- Created UX Designs for multiple games in Figma.
- Created UI Art for multiple games (health/magic bars, gameplay HUD, menus, etc.) in Adobe Photoshop, then created assets to place into Unreal Engine.
- Communicated with UX/UI Designer Lead and team on multiple projects, including deadlines, meetings, and updates.

### Sierra Management & Technologies

#### Software Developer

February 2025 - Present

- Performed software development using Microsoft .NET Core and C#.
- Coordinated with Software Development Leads to complete individual tasks (bugs / new features) per iteration.
- Communicated with SQL Developers to create server queries for code implementation.
- Used GitLab for source code implementation and task building.

### Integrated Program Solutions, Inc.

#### Project Scheduler

November 2024 - February 2025

- Completed an 8-week integrated program to master skills such as MS Project, One Pager, etc.
- Helped plan, develop, and maintain Integrated Master Schedules and Integrated Master Plans.

- Communicated with DoD clients and Integrated Product Teams (IPTs) to establish timelines for specific milestones, events, and accomplishments within a timeframe of the project.
- Coordinated with the project team and developers through scheduling, critical path analysis, and overall program status.

### **Nine 30 Consulting**

#### **Project Management Analyst**

**July 2023 – November 2024**

- Provided software development experience from previous jobs to create a user-friendly website for *Nine30 Consulting*, using HTML, CSS, and JavaScript as primary coding languages.
- Ensuring the accuracy of project cost, schedule, and performance data to support project and organizational decision making.
- Develop internal and external project status reports, identify project risks, and develop mitigation strategies.
- Maintain financial spreadsheets and monitor project amounts, burn rates, and balances.
- Monitor financial data on labor, travel, material, and service contract transactions.
- Coordinate with Government Project Leads and internal project teams to execute project tasking.

### **Garcia Information Systems Corp.**

#### **Quality Assurance Tester**

**December 2022 – July 2023**

- Software tester and web development responsibilities (SQL) as required
- Data package updates
- Performs Blackbox testing (C#), debugs code
- Creating templates for bugs / hotfixes inside of GitLab
- Exploratory Testing
- Unit Testing
- Whitebox Testing
- Test Server / Staging / Production Testing
- Agile development SDLC
- Demoing iterations for Government clients using the website.
- Responsible for demoing iterations using the website. Strong communication skills and an ability to explain technical concepts to government in a MS Teams format required.
- Using Agile development SDLC, demonstrated "iteration" explanations to government customers on the call. Customer service and client interaction skills paramount.

### **Spalding Consulting, Inc.**

#### **Software Developer**

**September 2022 - December 2022**

- Created automation software through UiPath technologies. Used C#, JavaScript, and VB Script for RPA development.
- Developed automation technologies for the government customer for daily financial tasks identified as redundant but necessary – automated the processes within their website.
- Using Git/GitLab for source code management and tracking changes
- Troubleshooting / Debugging code and processes when errors emerge
- Loved living “within the code wall” and was offered an opportunity to do this at Garcia Information Systems Corp. Chose to move career path in my desired direction and left this position.

### **LA Fitness Waldorf**

#### **Assistant Personal Training Director**

**September 2019 - 2022**

- Created a survey form (coding using HTML and CSS) for web-based fitness assessments and client contact/interaction.
- Created a survey form (coding using HTML and CSS) for web-based prospect contact, interaction, and

feedback.

- Web development and UX design.
- Master Trainer for 60+ clients, providing programs for Fitness Training and Nutrition
- Daily communication with clients for scheduling