

Judah Avery

GAME & TECHNICAL
DESIGNER

CONTACT

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TECHNICAL SKILLS

- Visual Design
- UI/UX Design
- Adobe Suite
- Unity Engine
- Unreal Engine
- Source Control
- C#, C++
- Visual Scripting
- Autodesk Maya / Blender

PERSONAL SKILLS

- Problem Solving
- Communication
- Interdisciplinary Teamwork
- Critical Thinking
- Organized
- Adaptable

INTERESTS

- Game Jams
- Video/Board Games
- Climbing
- Skiing & Snowboarding

EDUCATION

BACHELOR OF SCIENCE IN GAME DESIGN

Champlain College, Burlington, VT | 2019 – 2023

- Current GPA 3.83 | Dean's List

HIGH SCHOOL DIPLOMA | COMPUTER ANIMATION & WEB DESIGN

Center For Technology, Essex, VT | 2017 – 2019

- Game Development | Web Design & Development | 3D Modeling & Animation
- GPA 3.8 | National Honors Society

PROJECTS – Full portfolio available on my [website](#)

SNIPERPUNK | UI Designer & Web Developer | February 2021 – Present

Fast-paced, top-down arena shooter with competitive online multiplayer, coming to Steam. Battle unique characters with varied playstyles, each from a different universe.

- Designing game's entire user interface (menus, in-game HUD, match results, etc.)
- Working closely with artists and the creative director/programmer alongside the full multidisciplinary team of 11 developers
- Designing/developing the game's website using Figma, HTML, CSS, & JavaScript
- Creating promotional content and dev blogs alongside the marketing team

Dreamscape | Solo Project | December 2020 (4 Weeks)

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

- Designed and programmed the game from A-Z in Unity with C#, including all gameplay systems, UI, player feedback, sound design, visual effects, and art assets
- Heavily focused on implementing visual feedback to communicate the complexities in gameplay to players
- Created various design documentation alongside the prototype's development

Splatterpunk | Game & UI Designer, Programmer | Spring 2021 (3 Weeks)

Side-scrolling, puzzle-platformer set in a colorless, corporate world. Utilize the the ability to invert what colors the character collides with to solve puzzles.

- Designed the game's UI in Illustrator and Photoshop and programmed the UI in Unity with C#
- Designed all the gameplay systems and created thorough design documentation
- Worked interdisciplinarily and led the visual design for our team of 7 developers

EXPERIENCE

Online Game Design Instructor

iD Tech | October 2020 – April 2021 | Remote

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

Special Projects Web Developer

Champlain College | April 2021 – July 2021 | Remote

- Designing and developing portfolio websites for students using Figma, HTML, CSS, and JavaScript
- Meeting with industry professionals to get portfolio design feedback and reviewing current student portfolios
- Researching portfolio building for each discipline in the games industry