Judah Avery

Systems &
UI/UX Designer

CONTACT

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TECHNICAL SKILLS

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

PERSONAL SKILLS

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

INTERESTS

- Game Jams
- Tabletop Games
- Climbing
- Skiing & Snowboarding

EDUCATION

GAME DESIGN BS | GAME PROGRAMMING MINOR
Champlain College, Burlington, VT

- **Current GPA 3.83 | President's List**
- **Anticipated Graduation 2023**

EXPERIENCE

Special Projects - Web Developer
Champlain College | April 2021 - June 2021 | 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

SNIPERPUNK - Web Developer, UI Designer, Marketing Lead
Joined May 2021 - Present | Currently In Development | Team of 11

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

- Designing interfaces for menus and in-game UI with Figma and Aseprite
- Creating promotional content and advertising through social media and blog posts
- Developed game's website **(enterctrlstudios.com)** using Figma, HTML, CSS, & JS
- Hosting QA & focus testing sessions to rapdily iterate on the game's design

Focus Pocus - Designer, 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