JUDAH AVERY

SYSTEMS & UX DESIGNER

CONTACT

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TECHNICAL SKILLS

- **SYSTEMS DESIGN**
- **UI / UX DESIGN**
- **VISUAL DESIGN**
- **UNREAL ENGINE 4**
- **UNITY**
- **C# / C++**
- **UNREAL BLUEPRINTS**
- **AUTODESK MAYA**
- **ADOBE SUITE**
- **AGILE DEVELOPMENT**

PERSONAL SKILLS

- **PROBLEM SOLVING**
- **COMMUNICATION**
- **TIME MANAGEMENT**
- **TEAMWORK**
- **LEADERSHIP**
- **ADAPTABLE**

PERSONAL INTERESTS

- **GAME JAMS**
- **SKIING & SNOWBOARDING**
- **RUNNING & HIKING**
- **ROCK CLIMBING**
- **MOUNTAIN BIKING**

EDUCATION

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

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

PROJECTS

SPRING FEVER
Solo Project

- **June 2020 | 5 Days**
- 3D tile-based puzzle game created for 2020 Unreal Spring Jam
- Created every asset from scratch except music and sound effects
- Given **Honorable Mention** from Epic Games judges
- Created using Unreal Engine 4, Blender, and Adobe Suite
- Programmed with Unreal's Blueprint Visual Scripting system

COBBLE
Product Owner | Lead Designer

- **Jan 2020 - April 2020 | Team of 8 | 3 Months**
- 2.5D puzzle-adventure game driven by player discovery
- Concept and prototype developed in 48 hours for Global Game Jam
- Responsible for designing all systems, levels, and visual feedback
- Managed team using Agile Scrum development methodologies
- Established game's aesthetic and lead creative direction

NEO
Solo Project

- **October 2019 - December 2019 | 3 Months**
- Prototype for a top-down, 2D Beat 'em Up game
- Tense combat driven by fast-paced movement in tight spaces
- Built with Gamemaker Studio 2 and Adobe Photoshop
- Created for a game design class during the fall 2019 semester

EXPERIENCE

Game Design Instructor
iD Tech | September 2020 - Ending December 2020 | Remote

- Teaching game design with Unity and Roblox
- Teaching game programming with C# and Lua
- Remotely instructing small classes of 5 students aging from 10-19

Sales Consultant
REI | November 2019 - April 2020 | Williston, VT

- Sold co-op memberships to customers, focusing on customer retention
- Stayed informed with expert product knowledge to assist customers
- Upheld high customer service standards