

JUDAH AVERY

SYSTEMS & UX DESIGNER

CONTACT

✉ judahbavery@gmail.com

🌐 linkedin.com/in/judahavery

💻 judahavery.com

☎ (802)-777-0970

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, Level Design, Unity, and C#
- Remotely instructing daily classes of 5 students aging from 13-19
- Preparing additional curriculum for more advanced students

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