# JUDAH AVERY

#### CONTACT

in linkedin.com/in/judahavery

judahavery.com

**(802)-777-0970** 

#### **TECHNICAL SKILLS**

- Systems Design
- UI / UX Design
- Content Design
- Unreal Engine 4
- Unity 2D & 3D
- C# / Familiar with C++
- Unreal Blueprints
- Adobe Suite
- Autodesk Maya

#### PERSONAL SKILLS

- Creative Problem Solving
- Excellent Communication
- Analyzing Feedback
- Critical Thinking
- Teamwork / Collaboration
- Time Management
- Agile Development

#### 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 the 2020 Unreal Spring Jam
- Created every asset from scratch except the music and sound effects
- Given an Honorable Mention from the Epic Games judges
- Created with Unreal Engine 4, Unreal Blueprints, Blender, and the Adobe Suite

### **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 the Global Game Jam
- Designed all the systems, levels, visual feedback and created documentation
- Managed the team using Agile Scrum development methodologies
- Established the game's aesthetic and led the creative direction

#### **NEO** - Solo Project

- October 2019 December 2019 | 3 Months
- Prototype for an action-packed, top-down beat 'em up game
- Gameplay driven by tense combat and fast-paced movement in tight spaces
- Built with Gamemaker Studio 2 and Adobe Photoshop
- Created for a game design class, focusing on implementing strong player feedback and game feel

#### **EXPERIENCE**

#### **Online Instructor**

iD Tech | October 2020 - Ending December 2020 | Remote

- Teaching game design and level design with Unity and Roblox
- Teaching programming in C# and Lua to create gameplay systems and scripted events
- Remotely instructing small classes of 1-5 students, ages 7-19

#### **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 in a high stress environment