# JUDAH AVERY

SYSTEMS & UX DESIGNER

#### CONTACT

- in linkedin.com/in/judahavery
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- **(**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 with Unity and Roblox
- Teaching game programming with C# and Lua
- Remotely instructing small classes of 5 students aging from 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