

JUDAH AVERY

CONTACT

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TECHNICAL SKILLS

- SYSTEMS DESIGN
- LEVEL DESIGN
- UNREAL ENGINE 4
- UNITY
- AUTODESK MAYA
- BLENDER
- C# PROGRAMMING
- VISUAL DESIGN
- ILLUSTRATOR
- PHOTOSHOP
- SCRUM DEVELOPMENT

PERSONAL SKILLS

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

PERSONAL INTERESTS

- ROCK CLIMBING
- SKIING & SNOWBOARDING
- RUNNING & HIKING
- TABLETOP GAMES

SUMMARY

Self-driven and motivated undergraduate Game Design student at Champlain College. Over two years of experience in game development across a variety of roles. Undeniable passion for creating games and designing experiences. Dependable and outgoing with excellent communication skills.

EDUCATION

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

- Anticipated Graduation 2023 | Current GPA 3.97
- Dean's list

PROJECTS

COBBLE

Product Owner | Lead Designer

- Jan - March 2020 | Team of 8 | 3 Months of Development
- Puzzle-adventure game in 2.5D driven by player discovery
- Concept and prototype developed in 48 hours for Global Game Jam
- Responsible for all documents, level design, and systems design
- Managed team using Agile Scrum development methodologies and ran all meetings
- Built levels, environments, lighting, and adjusted systems in UE4 while leading the game's creative direction

LUMINESCENT & FADE

Lead Designer | Lead Programmer | Artist

- 2018 & 2019 | Team of 2 | 5 Months Each Year
- Two separate games developed for the SkillsUSA Game Competition
- Pitched both games to industry professionals to continue development
- Both games awarded 1st place at statewide level
- Nationally, both games placed top ten

EXPERIENCE

Sales Consultant

REI | 11/2019 - 4/2020

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