

# JUDAH AVERY

## CONTACT

- ✉ judahbavery@gmail.com
- in linkedin.com/in/judahavery
- 💻 judahavery.com
- ☎ (802)-777-0970

## TECHNICAL SKILLS

- Systems Design
- UI / UX 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 Roblox Studio
- Teaching Lua to create scripted events and encounters
- Teaching character design and animation in Adobe Animate
- 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