

**Contact**  
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- Job Experience**
- UI Technical Designer**  
Raven Software  
November 2022 - July 2025  
Project: *Call of Duty Warzone*
- Implemented polished and performant UI designs using Activision’s proprietary UI editor for Warzone seasonal updates.
  - Created and integrated UI widgets, including animations, layouts, and styling, ensuring visual consistency with Call of Duty standards.
  - Developed and edited widget logic in Lua to support interactive functionality and game features.
  - Conducted thorough testing and debugging of UI widgets to maintain high-quality user experiences and resolve gameplay-impacting issues.
  - Designed clear and intuitive UX flows in Figma, collaborating closely with UI artists, designers, and engineers to deliver engaging in-game menus and HUD elements.
- Technical UI Designer**  
High Voltage Software  
February 2021 - October 2022  
Project: *Fortnite*
- Implemented UI designs directly in Unreal Engine to support new features and seasonal content updates.
  - Developed Blueprint UI widgets to translate designs into functional in-game interfaces.
  - Edited and developed Blueprint logic (visual scripting) to enable interactive UI functionality.
  - Created custom materials for UI widgets, enhancing visual fidelity and performance.
  - Performed testing and debugging to guarantee UI widgets functioned smoothly within game systems.

**Education**  
**Columbia College Chicago | Chicago - IL**  
Bachelor of Arts in GameDesign - May 2019  
GPA: 3.6

- Awards / Recognition**
- Columbia College Chicago's 2018 Manifest Game Jam - *Jammie Award*
  - Columbia College Chicago’s Spring 2017 Dean’s List

- Technical Skills**
- GAME DESIGN**

  - UI Implementation
  - UI/UX Design
  - Play-testing / Debugging
  - Level Design / Gray Boxing
  - Puzzle Design
  - Story Writing
  - Project Management
- PROGRAMMING**

  - Unreal Blueprints
  - LUA
  - C++
  - C# (+Unity MonoBehaviour)
  - HTML / CSS
- OTHER SOFTWARE**

  - Microsoft Word/Excel/PowerPoint, Google Docs/ Sheets/Slides
  - Visual Studio
  - 3D Studio Max, Maya, Blender
  - Photoshop, Affinity Photo
  - Illustrator, Figma, Affinity Designer
  - After Effects, Premiere

- GAME ENGINES**
- Unreal Engine 5
  - Unity 3D
  - Construct 2