

JARAD GIBSON

UI/UX Design & Capture Artist



CONTACT

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SKILLS

Game Design

UI Design/Mockups • UX Wireframes/Mockups • Design Documents • Virtual Photography

Programming

Unreal Blueprints • C#

SOFTWARE

Game Engines

Unreal Engine 5 • Unreal Engine 4 • Unity3D • Unity2D

Creative

Figma • Photoshop • Lightroom • Illustrator • InDesign

Documentation

Jira • Trello • Notion • Milanote • Miro

Version Control

GitHub for Desktop

EDUCATION

George Mason University

Bachelor of Fine Arts | Computer Game Design
Aug 2022 - May 2025

Virginia Western Community College

Associates | General Studies
Aug 2016 - Dec 2019

WORK EXPERIENCE

Teaching Assistant | Mason Game & Technology Academy

Internship • May 2024 - July 2024

- Taught "Game Design with Unreal." A 30 students class about in Unreal Engine 5.4
- Taught "Game Design with Unity & C#." A 25 students class about in Unity

UNIVERSITY EXPERIENCE

UI/UX Design | GMU - 490

Broken Manor • Aug 2024 - Current

- Collaborating with a team of 7 students to create a first person mystery game
- Create UX Wireframes and UI Mockups to envision the interface for the game.
- Collaborate with other members to maintain a consistent style for the interface.
- Designing the Logo and UI Elements for the game and page

Art Lead & UI/UX Design | GMU - 410

Time Bound • Jan 2024 - May 2024

- Lead a team of a 6 member art team to maintain and deliver a consistent art style.
- Collaborated with a team of 30 students to create a 4 player side scroller inspired by Contra
- Collaborated with other leads to maintain communication between teams.
- Designed the Logo and UI Elements for the game and page

Game Design & UI/UX | GMU - 210

AB:Normals • Oct 2022 - Dec 2022

- Collaborated with a team of 4 members to develop a 2D Adventure Platformer game in Unity
- Implemented the Player Controller (Animations & Scripting)
- Designed Level 3 - "The Summit"
- Designed the UI, HUD, and Main Menu

Game Design & Art | GMU - 210

Gladiators of The Belt • Aug 2022 - Oct 2022

- Collaborated with a team of 3 members to develop a board game
- Created 40 "Photobashed" Cards using Photoshop
- Developed a Game Design Document(GDD)

PERSONAL PROJECTS

UI/UX Design | UI CONCEPT

Star Wars Bounty Hunter II • Sept 2024

- Developed UI Wireframes for multiple screens
- Designed mockups for Title, Settings, Loading, and in-game HUD
- Created an environment in Unreal Engine 5 to serve as the main menu background