

Ethan Vazquez

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Specializing in Interactive Media with proven ability to lead teams and deliver high-quality projects. Passionate about crafting engaging experiences through thoughtful design, research-driven iteration, and collaborative teamwork. Skilled in Unreal Engine 5, Figma, and Adobe Creative Suite, with hands-on experience leading UX prototypes, game systems, and playtesting feedback loops. Committed to creating experiences that are thoughtfully designed to enhance player engagement and accessibility.

EDUCATION

Bachelor of Science in Interactive Media

Harrisburg University of Science and Technology

- Concentration in Purposeful Game Design
- Chairperson of Philadelphia Event Council

Jan. 2021 – May 2025

GPA: 3.81 | Philadelphia, PA

EXPERIENCE

Seasonal In-Store Shopper

Whole Foods Market

- Processed 10+ Prime Now orders daily, surpassing fulfillment benchmarks by 20%, improving customer satisfaction ratings.
- Increased pickup service efficiency by 15% by standardizing delivery sorting through staging area organization.
- Collaborated across departments to manage fluctuating order demand, demonstrating adaptability and teamwork.

Oct. 2024 – Dec. 2024

Jenkintown, PA

Game UX/UI Design Intern

Tanbii

- Led a team of 3 designers to deliver 8 UX projects, from user research to high-fidelity prototypes, boosting productivity by 15% in bi-weekly sprints.
- Designed and tested 10+ mobile wireframes in Figma, improving user interaction flow by 25% based on usability metrics.
- Developed an in-game shop prototype, analyzing player behavior to optimize monetization strategies and enhance revenue potential.

May 2024 – Aug. 2024

Philadelphia, PA (Remote)

Retail Sales Associate

Macy's

- Resolved 15+ daily customer inquiries, improving satisfaction scores and strengthening brand loyalty.
- Processed 30+ daily transactions, ensuring seamless experiences and enhancing customer retention rates.

Oct. 2021 – Aug. 2022

Willow Grove, PA

PROJECTS

Waddle Waddle | *Adobe Illustrator, Figma, Unreal Engine 5* | [Itch.io Page](#)

Dec. 2024

- Designed and implemented all core mechanics, including physics-based puzzles and dynamic object interactions, creating an engaging gameplay loop.
- Created stylized graphics, UI, and original music, enhancing game atmosphere and boosting player immersion.
- Conducted user research and playtesting, iterating on mechanics based on qualitative feedback and player engagement analytics.

Disturbance | *Adobe Photoshop, Figma, Unreal Engine 5*

Apr. 2024

- Researched schizophrenia representation in video games, ensuring documentation towards respectful representation of neurodiversity in gameplay.
- Prototyped and delivered 5 unique horror mechanics, resulting in a 40% increase in player retention compared to early gameplay tests.
- Optimized development workflows using Unreal Engine Blueprints, accelerating feature delivery and improving playtesting results.

SKILLS

Technical Skills: Unreal Engine 5, Game Design, Figma, Adobe Creative Suite, User Research, Wireframing, Interaction Design, HTML/CSS, Prototyping, Agile/Scrum Workflows

Soft Skills: Attention-to-Detail, Communication, Collaboration, Critical Thinking, Creative Problem-Solving, Documentation, Leadership.