

# Game Designer

## Profile

As Halon's first Senior Icon Implementation Artist, I collaborate with Epic Games to integrate high-quality assets into Fortnite's item store. Using Unreal Engine and Photoshop, I enhance the store's visual experience, ensuring seamless UI/UX design. Passionate about game development, I aim to specialize in game production and developer support.

## Work Experience

### Senior Asset Implementer

April 2023 - Present

#### Halon Entertainment | Los Angeles, CA

Halon Entertainment, founded in 2003, is a visual effects studio and pioneer in real-time visualization and virtual production for film, episodic, and commercial content, headquartered in Glendale, California.

- Integrated and optimized UI elements for Fortnite's item store.
- Transferred, created, and implemented high-quality icons and images.
- Ensured seamless integration of assets using Unreal Engine and Photoshop.
- Enhanced the item store's visual presentation for an improved player experience.
- Specialized in UI/UX design to refine the store's navigation and aesthetics.
- Collaborated with Epic Games to maintain consistency and quality in asset implementation.
- Managed assets through Perforce, including creating changelists, reviewing submissions, and submitting files through integration builds.

### Intern

June 2022 - April 2023

#### Zwick Post | Los Angeles, CA

Zwick Post is an award-winning, single-source post-production company specializing in branded and music content, working with top brands and artists worldwide, based in Los Angeles.

- Developed virtual production and previs projects for music videos and advertisements using Unreal Engine.
- Edited music videos by syncing audio, selecting B-roll footage, and organizing content in Premiere Pro.
- Optimized visual storytelling through efficient footage arrangement and editing techniques.
- Contributed to high-quality productions by integrating Unreal Engine workflows with traditional editing.

### Game Developer

Sep 2016 - Dec 2018

#### Binary Fusion | Los Angeles, CA

Binary Fusion is a small indie group created by former students.

- Designed and developed indie video games, handling gameplay, UI/UX, art, sound, and programming.
- Created engaging player experiences through thoughtful game design and mechanics.
- Managed all aspects of game production, from concept to final release.
- Continuously improved skills by staying updated on industry trends and techniques.
- Applied creative problem-solving to optimize game performance and design.

## Education

### Otis College of Art & Design | Los Angeles, CA

GPA - 3.39 | [transcript](#)

Bachelors of Fine Arts: Digital Media (Emphasis in Game Design)

- Dean's List.
- Recipient of Snap Inc./Spiegel Family Fund Grant, Janet C. Tucker Scholarship & Otis Institutional Merit Grant.