# Jarad Gibson

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## Software & Skills

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Proficient with Figma, Illustrator, Photoshop, Premiere Pro, UE5 UMG

- User Interface Design: UI Art, UX Design, Typography, User flows, Wireframes, Mockups, and Prototyping along with user data & research;
- Style Guides: Experienced in creating and maintaining style guides for cohesive design consistency;
- Game Engine Integration: exporting and integrating layouts in UMG

## Work Experience

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**Graphic Design**

Etsy Online Store - Arctic Graphic Designs | November 2021 - Current

- Created graphic design work for Video Game content creators
- Developed online store front with over $4,000 in sales
- Take custom commissions and work with clients to meet their needs

**Game Design Teaching Assistant**

Mason Game & Technology Academy | May 2024 - July 2024

- Taught "Game Design with Unreal." Class of 30 Students about game design in Unreal Engine 5.4
- Taught "Game Design with Unity & C#." A 25 students class about game design in Unity3D & Unity2D

## Other Experience

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**UI/UX Designer**

GAME 490 | August 2024 - May 2025

### *Broken Manor*

- 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**
GAME 410 | January 2024 - May 2024

*Time Bound*

- Lead a team of a 6 member art team to maintain and deliver a consistent art style.
- Collaborated with a team of 30 students on 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

# Personal Projects

**UI/UX Design & Concept**
*Star Wars: Battlefront III* | June 2025

- Developed UI Wireframes for multiple screens in Figma
- Used Photoshop, Illustrator and Figma to design mockups for Login, Main Menu, Settings, and Loading

**UI/UX Design & Prototype**
*Star Wars: Bounty Hunter II* | January 2025

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

# Education

**George Mason University**
Bachelor's Degree in Computer Game Design | 2022 - 2025

**Virginia Western Community College**
Associate's Degree| 2016 - 2019