

Jason Gordy

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SKILLS

Software

- Adobe Suite
- Unity
- Maya
- Git/Perforce
- JIRA

Game Development

- UX/UI Design/Art
- Shaders/VFX
- C#
- Modeling
- Performance Testing
- Rigging
- UV Unwrapping
- Illustration
- Composition
- Optimization
- Remote/Agile
- uGUI/Canvas
- DoTween
- Animator/Mecanim
- Tools

EXPERIENCE

Zynga

Principle Technical Artist | 2019 - Current

- Created several tools and components that heavily optimized workflows and performance. Developed the art pipeline for various live-service features, including setting up the tools needed to support a full 3d map on low end devices. Implemented UI and created several components to optimize our UI workflows. Additionally, I created shaders, VFX, and animations.

Red Crow (EA Mobile)

UI Artist | 2016 - 2019

- Lead the conversion of old Prefabs to utilize Nested Prefabs and improved workflows. Investigated solutions to complex visual effects using shaders and scripting.
- An integral part of the live-service development team for *The Simpsons Tapped Out*. Quickly ramped up during a project hand-off, and created various templates and flow changes to increase development speed of UI-related event tasks. Maintained an approval rating of 90%+ with the Licensor. Provided outsourcing with artwork roughs and revisions, along with UI presentations and pipeline improvements. Learned a complex UI scripting system and helped develop several new game features.
- Worked on early stages of an unannounced project designing and implementing UI using uGUI and DoTween. These UI's were MVVM driven with responsive and interactive design. Contributed mockups for overall visual design, as well as iterative UI design and flow with the Licensor.

Midnight Studios

UI/UX Designer | 2016

- Created UI/UX menu flows and mockups for unannounced projects for Electronic Arts and MaxPlay. Designed and programmed HTML5 mini-games using Javascript, HTML,

and CSS for client deliverables. Defined art direction by providing illustrations and game mockups.

- Implemented UI mockups for MaxPlay's game engine using HTML, CSS, and Javascript.

Yeti Trunk LLC

Co-Owner, Game Design, and Lead Artist | 2012 - 2016

- Published and co-designed 4 indie games on iOS and PC (Steam). Managed a small team of remote people, level design, and art direction. Created the back-end for the multiplayer server hosting and matchmaking.

Education Service Center, Region 6

Web Developer | 2012 - 2016

- Designed and programmed *Eduhero*, an application where teachers obtain their annual credit hours online. Developed a custom LMS using PHP, Javascript, HTML, and CSS which integrated Articulate Storyline HTML5 courses. Regularly added major features, including a custom blog solution, HTML email creator for admin use, report tracking, and gamification of elements to incentivize user participation. *Eduhero* has awarded 500,000+ certificates to school districts throughout Texas.

Kiloo Games

Freelance 3D Artist | 2011 - 2012

- Created 3D low-poly models for *Bullet Time* and *Frisbee Forever 2* which involved UV Unwrapping, optimization for large environments, and hand-painted textures.

PROJECTS

Harry Potter: Puzzles & Spells - Principle Technical Artist | 2020

The Simpsons Tapped Out - UI Artist | 2016

Eduhero - Design/Programming | 2012 - 2016

Wanderlust Adventures - PC | Co-Design/Lead Art/Web Design | 2012 - 2015

Puck Bang - iPhone | Art Design | 2012

GUBS - iPhone | UI Design | 2012

Frisbee Forever 2 - iPhone | 3D Artist Models/Textures | 2012

Bullet Time - iPhone | Freelance Models/Textures | 2011

Wanderlust: Rebirth - PC | Lead Artist/Map Design/Designer | 2006 - 2011

EDUCATION

Sam Houston State University

- Bachelors of Fine Arts and Animation | 2010