# Andrew Lounsbury

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## EDUCATION

**Champlain College** - Burlington, VT                                    May 2025

Bachelor of Science, Game Design, minor in Interactive Narrative

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## SKILLS

- Unreal Engine 5 (Visual Scripting)
- Unity
- Adobe Creative Softwares (Premiere Pro, Illustrator, Photoshop)
- Figma
- Logic Pro
- Microsoft Office (Powerpoint, Word)
- C#, C++
- Version Control (GIT, SVN)
- Atlassian Software

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## PROJECTS

**UI/UX Designer**

*InfernaLLC* - The Maple Barrel, Burlington, VT                June - September 2025

- Crafted user-centric interfaces for an asymmetrical multiplayer experience.
- Proposed designs for the direction of the user interface, both menus and gameplay.
- Adjusted designs with artists and engineers to achieve the desired function and aesthetic of the interface.
- Enhanced the end product through the use of visual effects and interface animation.

**Capstone Team Lead / Design Lead**

*Dual Shadows* - Burlington, VT                August 2024 - May 2025

- Led all-team and discipline specific meetings, ensuring usage of Agile.
- Organized and created documentation to track team progress toward milestones.
- Presented updates to industry professionals on product progress.
- Implemented UI elements in Unreal Engine 5 via visual scripting.
- Delivered a branching script, directed voice acting and implemented audio lines.

**UI/UX Designer**

*Project Cognition* - Burlington, VT                January 2024 - April 2024

- Designed interface sketches and wireframes for menu and gameplay systems.
- Produced 2D assets for UI elements, closely communicating with artists to retain aesthetic consistency.
- Applied an understanding of semiotics to the interface creating a psychological connection between the user and on-screen elements.
- Animated the user interface to improve the player experience and enhance transitions in-game.

**Project Lead / UI/UX Designer**

*Unannounced Project* - Grayhorse Digital, Remote                    June 2025 - Present

- Produced and delivered succinct presentations to company leads and investors.
- Created extensive design documentation to take the product from concept to reality.
- Enacted strategies to remotely manage a team of developers, ensuring timely deliverables.
- Prototyped User Interface functionality in Unreal Engine 5, collaborating with engineers to procure a smooth multiplayer experience.

**Media Technician**

Champ Support/IT Services - Burlington, VT                    March 2022 - May 2025

- Set up and struck multiple events across campus, many of which used both virtual and in-person setups.
- Fixed and/or diagnosed problems with audio-visual hardware and software on campus.
- Use of customer service skills to communicate with people having technical difficulties on campus.
- Kept calm in high-pressure environments when tech failed and workaround solutions were needed.

**Resident Advisor (RA)**

Champlain College/Montreal Campus - Quebec, Canada          August 2023 - December 2023

- Oversaw day-to-day wellness and safety of 20 Champlain College students during a semester abroad.
- Created and assisted the running of events to promote student engagement.