# Esther Abosch

 🏠 Eugene, OR

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# 🌐 estherabosch.com

#  🗣 References

Designer and illustrator with a background in UI/UX and experience in the games industry. Skilled in visual development and the management of Agile creative projects from ideation to delivery. Excels at translating client needs into actionable goals.

Education:

### University of California,Los Angeles

Bachelor of Arts in Design Media Arts with a Minor in Asian Languages and Cultures

Skills:

### Game Design / Development

* UI / UX
* Programming Languages: JSON, C++, C#, HTML, CSS, some Python
* Game Engines: Unity, Unreal
* Interactive Storytelling: Ink, Twine
* Version Control: Perforce, Git
* Design Documentation
* 3D modeling and animation: Blender, Substance Painter, Marvelous Designer

### Digital Production

* Video editing and animation
* Social Media Management (Hootsuite, Sprout Social)
* Front-End Web Development (HTML, CSS, Javascript)
* Scripting and storyboarding
* Adobe Creative Suite
(Photoshop, Illustrator, After Effects)

## Experience:

Game Designer | October 2019 - April 2021 | January 2024 - now

Pipeworks Studios, Metateq, Eugene, Oregon

* Acted as game designer on Serious Games projects for
the department of defense.
* Created and maintained design documentation and
style guides and managed project goals using Confluence.
* Managed projects and delegated software development tasks with JIRA.

Digital Content Producer | June 2023 – January 2024

New\_ Public, Remote

* Orchestrated end-to-end video production for social media content.
* Transcribed and maintained New\_ Public’s expanding video library.
* Crafted compelling graphics to enhance New\_ Public’s
digital presence, ensuring brand consistency.
* Co-hosted and coordinated social media content for
online events.
* Contributed to the organization’s newsletter, showcasing impactful initiatives.

Design Lead | February 2017 - August 2019

Double Major Studio, Los Angeles, CA

* Delivered promotional material for UCLA events.
* Created design standards for various events.
* Tracked progress on design tasks and event activations.

Game Design Teaching Assistant | June 2019 - August 2019

UCLA Game Lab, Los Angeles, CA

* Conducted classes in animation, illustration, and
interaction using Unity Game Engine.
* Assisted in producing final versions of student-developed assets.
* Contributed to organizing a gallery showing of
student work.

Assistant Language Teacher | Sept 2021 - August 2022

JET Program, Miyakojima, Okinawa, Japan

* Developed English language curricula and interactive
activities for Elementary School grade levels 3-6.
* Led classes in Japanese and English.
* Achieved N3 level Japanese qualification.

Illustrator and Designer | September 2022 – July 2023

ABL Space Systems, Remote, El Segundo, CA

* Created 3D models, illustrations, and diagrams for internal briefings and promotional materials on aerospace projects.