Esther Abosch

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Summary: A designer and illustrator with experience in the Games Industry and a background in UI/UX. Specializes in visual development and the managment of Agile creative projects from ideation to delivery. Skilled at translating client needs into actionable goals.

Experience:

Freelance Illustrator | ABL Space Systems | August 2022 - Now
- Created 3D models, illustrations, and diagrams for internal briefings and promotional materials.

Assistant Language Teacher | JET Programme | September 2021 - August 2022
- Developed English language curricula and for Elementary School grade levels 3-6 and led classes in Japanese and English.
- Created educational games and activities for increased engagement with course content.
- Attained N3 level Japanese qualification in the JLPT exam.

Game Designer, UI/UX Lead | Pipeworks Studios | October 2019-May 2021
- Acted as primary game designer on UI/UX intensive projects and mediated between art, engineering, and clients.
- Created visual design standards for multiple game projects and documentation that would ensure cohesive look and feel across a suite of tools in development.
- Created and maintained design documentation for various ongoing projects in Confluence.
- Tracked progress on overall project goals and delegated software development tasks through Jira.
- Designed levels for multiple game titles using INK and JSON and Unity Game Engine.
- Designed data schema for the ongoing addition of assets to software in development. Created visual design standards for multiple game projects and documentation that would ensure cohesive look and feel across a suite of tools in development.

Design Lead | Double Major Studio | February 2017-July 2019
- Delivered promotional material for clients related to UCLA events, including animated projections, social media banners,print materials, and videos.
- Created design standards for UCLA Geek Week, TedX, and more.
- Wrote copy for and designed the layout of Double Major's internal Annual Report.
- Tracked progress on design tasks and event activations through Airtable.

Education:

University of California, Los Angeles | 2015-2019
Graduated Magna Cum Laude with a BA in Design Media Arts and a Minor in Asian Languages. **GPA 3.89**

Additional Skills:

Front End Web Development: HTML, CSS, Javascript

Illustration and Graphic Design: Adobe Creative Suite

Game Design and Development: JSON, Unity Game Engine, C#
Project Management: Excel, Jira, Confluence

3D Modeling and Animation: Unity Game Engine, Blender 3D, Maya, ZBrush, Marvelous Designer