Ferenc Gozony

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SUMMARY

Game Artist building worlds through Character and Environment Concept Art and Level Design. Experienced in collaborating with designers and programmers to craft engaging, player-driven experiences. Adept at managing art direction, iterative development, and team direction. Currently pursuing a B.S. in Game Design & Interactive Media at UCI, graduating March 2026.

UNIVERSITY PROJECTS

Chronomancy
Art Director, Concept Artist, Level Designer   Jun 2024 - Present
- Designed 100+ enemy and environment concept variants, curating reference materials for the art and sound team
- Created 10 room layouts for procedural generation, dressing props and lighting to direct player engagement, create a labyrinthine complexity to our game's map, and form dynamic interactions with player navigation
- Led a team of 8 artists across two 10-week sprints through pre-production, development, and our Alpha release
- Wrote a Discord bot for managing our Perforce server remotely from our project Discord server (P4Discord)

Project: Ether
Animation Programmer   Jun 2024 - Aug 2024
- Debugged 10 animations, 2 blendspaces, and various texture issues between player and enemy models
- Fixed Animation Montage bugs and improved a 7 state AnimGraph for smoother animations
- Resolved multiple texture issues that arose from the Blender → Unreal Engine 5 pipeline

Convergence
Artist, UI Designer, Game Designer   Apr 2024 - Jun 2024
- Designed 5 UI flows, 15+ Sprites, and a background environment from concept to production over 10 weeks
- Collaborated with Lead Programmer to develop core game systems, UI flows, and visual style
- Created promotional materials for our Itch.io page, as well as hosting a 2 system booth at a game convention

WORK EXPERIENCE

BranchOut, Inc   Irvine, CA
UI/UX Designer, UI/UX Team Lead   Sep 2024 - Present
- Led user research by writing interview guides and organizing a team of 7 to conduct interviews identifying target audience, planning challenges, and app feedback—translating insights into an improved UI flow and better user experience
- Collaborated with the founder on system design, interaction loops, and gamification while leading UI/UX team

SECO-LARM U.S.A, Inc   Irvine, CA
Graphic Designer   Jan 2023 - Dec 2023
- Created digital, print, and social media advertisements that reached a B2B nationwide market of distributors
- Produced box die-cuts, product photography, and marketing content for print and online use
- Collaborated with global marketing team and senior leadership to uphold brand quality across all materials
- Filled in for the Sr. Graphic Designer for 3 months, handling most of the promotional content creation

EDUCATION

University of California, Irvine   Irvine, CA
B.S in Game Design and Interactive Media   Expected March 2026
Relevant Courses: Game Programming, Team Management, Market Research, Multiplayer Programming

SKILLS

Game Art: Concept Art *(Character & Environment)*, UI/UX Design *(Wireframing, User Testing, UI Flow)*, Texture Art & Technical Art, Research and Planning (Mood Boards, Reference Boards, Art Bibles), *Krita, Sketchbook, Illustrator, GIMP, InDesign, Aseprite, Figma, Blender*
Level Design: Greyboxing, Draw-overs, Level Flow, Environmental Guides, World-Building
Game Design: Core Gameplay Loops, System Design, Prototyping, Market Research, *Unity, Unreal Engine 5, GameMaker, Roblox Studio, GitHub, Perforce*
Project Management: Team Coordination, Agile/Kanban, Stand-ups, Conflict Resolution, Sprint Planning, *Trello, Airtable, FigJam, Miro, Word/Docs, Excel/Spreadsheets, PowerPoint/Slides, Discord, Slack*