

Ferenc Gozony

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SUMMARY

Game Artist looking to provide passionate and detailed work while earning hands-on experience in AAA studios. Currently pursuing a B.S. in Game Design & Interactive Media at UCI, graduating March 2026.

UNIVERSITY PROJECTS

Chronomancy

Art Director

Jun 2024 - Present

- Designed 100+ character and environment concepts, providing essential materials for the art and sound team
- Created a room design pool for procedural generation, using props and lighting to create an immersive labyrinth atmosphere
- Led a team of 8 artists across three 10-week sprints through pre-production, development, and Alpha release
- Wrote a Python bot for managing Perforce servers remotely from a project's Discord server (P4Discord)

Project: Ether

Animation Programmer

Jun 2024 - Aug 2024

- Debugged 10 animations, 2 blend spaces, and related texture issues affecting gameplay, improving visual consistency between player and enemies
- Fixed Animation Montage errors and optimized a 7-state AnimGraph during combat development, resulting in smoother animation blending
- Resolved Blender-to-UE5 pipeline errors regarding textures, enhancing asset quality and reducing bottlenecks in production

Convergence

Lead Artist, UI Designer, Game Designer

Apr 2024 - Jun 2024

- Designed 5 UI flows, 15+ Sprites, and a background environment from concept to production in under 10 weeks
- Worked cross-functionally 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 Design Team Lead

Sep 2024 - Present

- Organized UI/UX market research with a team of 7 ambassadors, leading user interviews and translating insights into an improved UI flow and better user experience
- Worked closely with product owner to optimize system design and interaction loop through gamification

SECO-LARM U.S.A, Inc

Irvine, CA

Graphic Designer Intern

Jan 2023 - Dec 2023

- Created digital, print, and social media marketing content that was featured in B2B markets nationwide
- Collaborated with international manufacturers to create brand-compliant marketing materials worldwide
- Worked Full-Time over a 3-month period while Sr. Designer was on maternity leave, taking on product photography, screen printing, and organizational duties

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, Taiga, FigJam, Miro, Word/Docs, Excel/Spreadsheets, PowerPoint/Slides, Discord, Slack