

# Ferenc Gozony

## Visual Designer

Experienced Visual Designer with a background in Graphic Design, Computer Science, and Game Development. I specialize in 2D illustration, art and sound design, and visual effects programming. Overall, I enjoy the process of making and learning, and this drives me to do my best in a creative environment. I'm also very adaptable and willing to fill positions as needed.

### Experience \*References available upon request

#### UI/UX Design Intern at BranchOut, Inc

September 2024 - Present

- Working in Figma, I assist in creating UI prototypes for our Mobile App team. I also work in our Marketing team to create social media advertisements.

#### Lead Visual Designer on Chronomancy (Game)

June 2024 - Present / Unreal 5 / Team Size: 18

- Created character and environment concept art that captures our game's visual style, used as reference material for the art and sound team I oversee (6 people).
- Created level designs for our procedurally generated room system.

#### Animation Programmer on Project: Ether (Game)

June 2024 - August 2024 / Unreal 5 / Team Size: 40+

- Brought on to help fix critical animation, movement, and texture bugs in game. I mainly fixed issues surrounding Animation Montages, AnimGraph states, and faulty render textures from Blender to Unreal pipeline.

#### Graphic Designer at SECO-LARM, USA.

January 2023 - December 2023 / Team Size: 7

- Produced marketing materials including social media posts, (IG, FB, TW/X, Pinterest, Reels/TikTok), web banners, advertisements, and product photos and literature. Maintained and produced an organized system of visual assets for design use.

### Education

#### B.S in Game Design and Interactive Media at UC Irvine

September 2022 - December 2025

- Minor in Film & Media Studies
- Video Game Development Club, Film Club, Art Club

### Portfolio



<https://cisc0-gif.github.io>

### Contact Info

Santa Ana, CA

(949) 243-2496

Fergo310@yahoo.com

### Skills

#### Graphic Design

Illustrator (3 years)

Photoshop/GIMP (3 years)

InDesign (3 years)

Blender (2 years)

Krita (1 year)

Figma (1 year)

#### Game Development

Unreal 5 (1 year)

Unity (3 years)

GameMaker (2 years)

Git/GitHub (6 years)

Perforce (1 year)

#### Programming

Python (6 years)

C# (2 years)

MS-DOS & Bash (6 years)

HTML, CSS (6+ years)

MD, JSON, CSV (6+ years)