

Josh Terry

UI/UX Designer



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Education

Georgia Institute of Technology

M.S. Human-Computer Interaction
Graduating May 2022
Current GPA 4.0

B.S. Computational Media
Graduated May 2020
Major GPA 3.9

Skills

Software

Adobe Creative Suite, Figma,
Visual Studio Code, Unity, Blender,
Maya, JIRA, Basecamp, Trello,
Amplitude, Ableton, Microsoft Office
Suite, Google Suite

Programming

Java, Javascript, C, C#, C++, Python,
HTML, CSS, GLSL, Processing

Proficiencies

UI/UX Design + Theory
Wireframing
Iterative Prototyping
Project Management
Interdisciplinary Communication
Game Design
Full-Stack Development

Awards

Emmy Nomination *Rick & Morty VR*

Outstanding Creative Achievement in
Interactive Media within a Scripted
Program.
QA Lead, Acting Product Manager.

Academic Distinctions

GVU Distinguished MS Student Finalist
Georgia Tech Magna Cum Laude
Zell Miller Scholarship

Experience

Akupara Games *Associate Producer, UX, QA*

2021 - present

Performing regular, iterative UI/UX evaluations of 5+ unleased titles to ensure usability and accessibility. Developing, documenting, and carrying out usability and accessibility heuristics for titles across PC and all consoles. Establishing internal processes for devkit setup. Overseeing porting efforts on multiple titles. Lead QA on GRIME, Akupara's highest-grossing title yet, on all major platforms.

Georgia Tech *Head TA, Graduate Researcher*

2021

Helping lead animal-centered computing class and helping students with their semester-long projects. Designing and testing instrumented dog toys to track behavior and health.

Adult Swim Games *Associate Producer, QA Lead*

2017 - 2020

Project Manager of Samurai Jack: Battle Through Time Physical Edition Release. Created technical documentation of proprietary tools for uploading builds to Steam and Epic storefronts. Advocated for accessibility and representation throughout design, production, and live ops of games.

Satori Studios *Technical Artist, Unity Developer*

2020

Implemented and optimized UI/UX, 3D Assets, scripts, and production of a VR app for teaching meditation.

Mailchimp *Technical Content Producer Intern*

2019

Researched, wrote, produced, edited, and published media to Mailchimp's Knowledge Base and API documentation.

Projects

20+ Published Titles *UI/UX, Production, QA*

Samurai Jack: Battle Through Time	Pocket Mortys
Rick and Morty: Virtual Rick-ality	Duck Game
Robot Unicorn Attack 3	Rain World
Amateur Surgeon 4	GRIME
Battle Chef Brigade	and more

Sea Otter Foraging Tech

Designing and building a device to encourage foraging behaviors and monitor the health of Georgia Aquarium's sea otters.

Independent Game Development

Developed many functional prototypes of 2D and 3D platformers, puzzle games, and more with Unity, Java, Javascript, and C for platforms such as PC, mobile, and Gameboy Advance.

Accessible Outdoors

Lead UI/UX design with a team of students to build a user-first tool to help mobility-impaired people engage with the great outdoors.

The Infinite Woman

Designed and implemented UI/UX and backend of a web-based platform for procedurally-generated feminist poetry.