



Jonathan Williams

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Las Vegas, NV

Design Skills

- Figma
- Adobe Creative Suite
- Adobe Illustrator
- Adobe Photoshop
- Affinity Suite
- Blender
- Substance Painter
- Marmoset Toolbag
- Unity
- Unreal Engine
- GameMaker Studio 2
- Premiere
- DaVinci Resolve
- Adobe Animate
- Clip Studio
- Aseprite

Skills

- UI/UX Design
- Prototyping
- Wireframes
- Responsive Design
- Product Design
- User Research
- Jira
- Microsoft Office Suite
- Agile Methodologies
- Project Management
- Coaching
- Management/Leadership
- Organization
- Communication
- Presentations

Experience

Freelance UI/UX & 3d Artist

Gamertose

2018 – Current

Designed and published various 3D and 2D game assets for several digital marketplaces that specialize in game assets and 3D products. Work with clients and create digital content such as websites, mobile apps, logos, and graphics for their small and/or startup companies.

UI/UX Designer

SDS Sands

2023 – 2025

Worked on designing new interfaces for upcoming games while also updating the company's design system and existing games. Created prototypes of future games to find out how they would work on devices before sending the designs to the Devs. This includes creating 3d models and environments for some prototypes. Trained the first design intern as well as help guide Junior and Mid-level designers.

Designer & Scrum Master

Catena Media

2022 – 2023

Developed scrum methodologies specific to the current development team and taught the developers how to perform them. After implementation, continued to ensure staff performed within scrum guidelines and managed scrum ceremonies. Further, continued designing site and operator Scalable Vector Graphics (SVG) logos and other graphics.

Designer & QA Tester

Catena Media

2021 – 2022

Designed various site and operator logos and graphics that were used throughout the Catena Media portfolio of sites. Made sure that all SVG graphics were Search Engine Optimized (SEO) and Google Index ready. This helped bring up the Core Web Vitals score on all sites that had the company logos, favicons, and site icons recreated into true SVG graphics. Also tested that all changes and issues had been fixed by the developers for compliance.

Graphic Designer

American Key Supply

2019 – 2020

Designed a wide variety of digital and print media for the company. Content included websites, business cards, flyers, brochures, videos, and 3D models of products. Restored the company's defunct social media accounts while boosting their reach with customers and increasing sales.

Graphic Designer

Shop247.com

2018 – 2019

Created various content for all aspects of the company such as but not limited to; banners, Google Ads, Social Media Ads and Covers, Tutorial Videos, Packaging designs, Swing Tags, and 3D Product Models. Redesigned existing websites to bring them up to date with current design trends while also designing new websites for specialty products and brands.

Certifications

Professional Scrum Master I
PSM 1
November 2022

Education

BA Game Design
Collins College
Magna Cum Laude
March 2011

AA Graphic Design
Paradise Valley Community
December 2006

QA Lead

2K Games

2013 – 2018

Supervised multiple teams to test various video game titles on PlayStation 4, Xbox One, PC, and Mobile devices. Created and managed Test Plans and Test Cases for the titles in test. Created documentation to be used throughout the company on VR Testing as well as lead the QA testing of the first VR title and its expansion for 2K Games. Trained groups of new testers along with helping established testers when needed. Performed extensive tests to find and properly document any issues found within the titles.

UI/UX Designer & Associate Producer

GarageGames LLC

2011 – 2013

Worked with various teams to develop the interface and workflow for tools that employees use at Disneyland Park attractions for MyMagic+. Designed an easy-to-use interface and simplified toolset for the 3 Step Studio game engine to help first time game designers. Designed various games that would later be used as templates for 3 Step Studio. Designed a clean and modern style interface for the upcoming Torque 4 game engine.

Graphic Designer

Disc2Day LLC

2010 – 2011

Designed disc labels, cases, fliers, inserts, posters, and post cards for Indie artists and businesses. Enhanced the company standing in the duplication/replication industry by updating the company's graphical branding and social networking. Printed and processed high quality disc labels, cases, fliers, and posters for clients.