

Rob Ogden

UI/UX Designer

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/in/robert-ogden-ux-designer

Game Engines

Custom Engines
Unity 2019 - 2021
Unreal Engine 4 and 5

Programming Languages

Blueprints
C#

Tools

Illustrator
Krita
Maya
MS Office
Photoshop
Visual Studio

Skills

2D & 3D Animation
Flow-Charts
Playtesting
Remote Collaboration
Scripting
UI systems
Wireframing

ACADEMIC PROJECTS

UI/UX Designer

Green Reaper

Sept 2021 – Dec 2023

3D combat platformer, [published on Steam](#), [2023 Rookie Awards Finalist](#)

- Main designer for menus and HUD
- Worked with artists to design and improve all UI graphics
- Assisted in designing gameplay mechanics and playtesting

Design Lead

EFO: Escape From Outerworld

Sept 2020 – July 2021

2D puzzle platformer, [published on Steam](#)

- Designed game using a custom engine made from scratch
- Worked with design team on mechanics, UI design, and playtesting
- Collaborated remotely with art, audio, and programming teams to improve gameplay and VFX

WORK EXPERIENCE

Print Associate (formerly Sales Associate)

Staples

July 2020 – Present

- Work with customers to figure and complete out their printing needs
- Minor editing and design work on existing projects
- Assisted in training new hires for stocking positions

Data Collector (temporary position)

iSoftStone

May – Dec 2019

- Collected and organized data for voice recognition software
- Guided participants through recording sessions
- Trained new hires for the project

EDUCATION

DigiPen Institute of Technology

Bachelor of Arts in Game Design

Sept 2019 - April 2025

The Art Institute of Seattle

Coursework towards Bachelor of Arts in Game Art & Design

Oct 2017 – March 2019