

James Scott Gideon

UI/UX Designer | Game Designer | Unreal Developer

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PROFESSIONAL SUMMARY

I am a creative and detail oriented UI/UX Designer and Game Designer with 4+ years of experience designing intuitive user interfaces, crafting compelling game systems, and leading collaborative development in Unreal Engine. Proven ability to turn complex ideas into player-friendly, visually polished experiences. Skilled in both design and hands-on development, with recent experience leveraging Rive for animated, dynamic UI.

CORE SKILLS

Design:

UI Design, UX Design, Wireframing, Game Systems Design, Level Design, Gameplay Mechanics, Prototyping, Game Documentation

Tools:

Figma, Rive, Adobe XD, Illustrator, Photoshop, Confluence, Jira, Perforce

Game Engines & Tech:

Unreal Engine 5 (UMG, Blueprints, Common UI), Unity, Construct 3

Collaboration & Process:

Team Leadership, Task Management, Agile/Scrum, Mentorship, Curriculum Design

EXPERIENCE

Reboot Interactive LLC — *Founder / UI/UX Designer*

Remote | Unreal Engine 5 | Mar 2024 – Present

- Designed and implemented interactive UI prototypes and core game systems using UMG in UE5

- Created and integrated animated UI components using **Rive**, improving visual clarity and player feedback
- Directed team structure and recruitment process, interviewing and onboarding new talent
- Built game design systems and mechanics in collaboration with engineering and art teams
- Managed team tasks and sprints using Confluence and Jira

Silver Sun Dynamics — UI/UX Designer

Remote | Jul 2022 – Feb 2023

- Developed wireframes, asset libraries, and navigable prototypes for games and AR/VR applications
- Conducted UX research for game features, SaaS tools, and eCommerce interfaces
- Collaborated across teams to deliver functional, visually consistent UI experiences

Game-U — Game Design Instructor / Curriculum Designer

Remote | Mar 2021 – Present

- Teach game design and development to students of all ages using Unreal, Adobe Suite, and Construct 3
- Design educational curriculum and lesson plans for instructors and learners
- Mentor new hires on instructional best practices and game development techniques
- Developed internal educational arcade-style games

OGL — UI/UX Designer (Unreal Engine 4)

Remote | May 2022 – Jul 2022

- Built UI systems for inventory, purchasing, upgrades, and settings using UMG and Illustrator
- Evaluated UX patterns and implemented user interaction logic in Unreal Engine 4
- Contributed to the polish and usability of core player-facing features

Serfworks Studios LLC — *Game Designer*

Remote | Jan 2021 – Apr 2021

- Designed gameplay systems and documented them via GDDs
- Led design/art task assignment and hiring for the game design pipeline
- Created wireframes and in-game menu prototypes in UE4

Off The Grid Games — *Game Designer*

Remote | Aug 2020 – Jan 2021

- Created system design and menu flows in Unreal 4
- Managed task boards and led weekly Scrum meetings
- Drafted and iterated on game design documentation and UI mockups

EDUCATION

Full Sail University — *Bachelor of Science, Game Design*

Remote | Jun 2020 – May 2022

Academy of Art University — *Bachelor of Fine Arts, Game Design (Transferred)*

Remote | Aug 2017 – Jul 2020