

JUSTINA YEUNG

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ARTIST & DESIGNER | UX/UI TECHNICAL ARTIST

EDUCATION

- **Parsons The New School for Design**
BFA in Design and Technology - Game Design
Minor in Immersive Storytelling, Creative Coding
Cumulative GPA: 3.94 / 4.0

SKILLS

- Proficient in Unity, Unreal Engine, C#, C++
- Experienced with HUDs, player progression systems, inventory, and navigation interfaces
- Skilled in UX/UI implementation, animation, and visual consistency
- Tools: Photoshop, Illustrator, InDesign, Figma, Notion, Substance Painter, Maya, Mudbox
- Comfortable with source control, rapid iteration, and cross-functional collaboration

WORK EXPERIENCE

UX/UI Technical Designer

Optimum Athena LLC | Van Nuys, CA - Remote | March 2026 - Sept 2026

- Designed wireframes and information hierarchy for menus and combat HUDs, defining state changes, teammate status, timing, and player feedback to improve in-combat readability
- Designed and iterated on mockups to establish UI art direction across menus, HUDs, and overlays
- Produced and implemented UI layouts, HUDs, menus, overlays, and animations in Unreal Engine
- Built responsive UI that scales across aspect ratios and platforms while maintaining legibility during active gameplay
- Implemented supporting gameplay systems including character customization, settings save/load, and key rebinding, improving usability and player control
- Created VFX supporting combat feedback, including hit confirmation and attack signaling, to reinforce readability during encounters
- Iterated on UX/UI solutions using playtest feedback to resolve usability issues and refine player experience

UX/UI Technical Artist

Baja Short Long LLC | Spokane, WA - Remote | July 2025 - 2026

- Designed and implemented high-fidelity UI elements, including menus, icons, and HUD overlays to support immersive storytelling and usability goals
- Integrated UI functionality with game systems in Unreal Engine, ensuring consistency across game environments
- Advised interdisciplinary teams on UX/UI best practices, improving end-user comprehension and interaction flow
- Created and implemented UI animations that enhanced user feedback and interactive polish by aligning visual states with player input
- Collected feedback and applied revisions on all work until the desired result is satisfied

Unreal Engine Generalist, UX/UI Artist

Mulholland, Inc. | Studio City, CA - Remote | June 2025 - Sept 2025

- Developed and deployed UX/UI for interactive applications, enabling seamless navigation and user interaction with minimal latency
- Delivered technical implementation, including optimizations and programming, aligning design intent with software functionality
- Collaborated with technical and creative teams to transform prototypes into production-ready visual interfaces and functionality
- Maintained and created scalable and reusable UI design assets and visual systems to support iterative product development
- Supported ongoing testing, feedback, and iteration cycles to refine user experience and improve usability.

UX/UI Designer, Technical Artist, TPM

Zollpa LLC | Rochester Hills, MI - Remote | Jan 2023 - Aug 2024

- Created interactive wireframes, UX flows, and high-fidelity visuals for gameplay systems, including HUDs, menus, and inventory interfaces
- Implemented scalable widget-based UI systems in Unreal Engine, improving adaptability across multiple screen resolutions and devices
- Collaborated with programmers to integrate user input, animations, and logic for UI events, enhancing usability and in-game comprehension
- Aided development features, including party systems and cinematics integration, contributing to cross-disciplinary game goals
- Designed and optimized real-time visual effects (VFX) to support gameplay feedback, readability, and performance across gameplay features
- Wrote test cases and quality assurance plans; refined and iterated on features based on player/QA feedback
- Managed production roadmap and version control processes using task-tracking tools and Git, improving team visibility and workflow efficiency

Technical Artist

Remote Control Technology | New York, NY - Hybrid | Jan 2022 - Jan 2023

- **Peloton - Lanebreak:**
 - Optimized artwork and UI displays for Android platforms, improving FPS performance
 - Maintained version control branch strategy and integration plans
 - Provided technical and artistic consultation on asset creation and execution, translating Peloton's art direction into performant, in-engine solutions
 - Created technical art to support art guidelines, immersion, and balance between gameplay intensity and workout readability
 - Developed real-time visualizers synchronized with gameplay to enhance player engagement during workouts
- **Remote Control - AR:**
 - Designed UX wireframes and co-presence experiences for AR
 - Prototyped and implemented network-synced interactions across Unity WebGL, supporting real-time multiplayer environments
 - Authored C# scripts for logic-driven prototypes and effects using Unity Shader Graphs