

Jonathan Williams

3d Artist, Designer, & Scrum Master

Working with various companies over the years has enhanced my ability to adjust to the current needs of the industry in which the company operates. With a background and expertise in 3D modeling, web design, and app design, my experience allows me to easily work with and understand the needs of those I'm working with to improve the team's prospects for success.

Experience

Gamertose

September 2018 – Current

Freelance Digital Artist

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

Catena Media

November 2022 – August 2023

Scrum Master and Designer

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.

Catena Media

March 2021 – November 2022

QA Tester and Designer

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.

Catena Media

February 2020 – March 2021

Contract Designer

Worked with project leads to design various websites and logos for current and new websites. Designed the interface and user experience for the revamp of the mobile app The Lines.

American Key Supply

October 2019 – June 2020

Graphic Designer

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.

Portfolio

www.gamertose.com
www.gamertose-ui.com

LinkedIn Profile

[Linkedin.com/in/wireframefox](https://www.linkedin.com/in/wireframefox)

Email

gamertose@gmail.com

Location

Las Vegas, NV

Phone

(602) 503 – 6667

Design Skills

Blender
Substance Painter
Marmoset Toolbag
Unity
Unreal Engine
GameMaker Studio 2
Photoshop
Illustrator
Adobe XD
Figma
Premiere
Animate
Audition
Aseprite
Wireframing
Prototyping

Skills

Scrum
Kanban
Jira
Agile Methodologies
Project Management
Coaching
Management/Leadership
Organization
Communication
Presentations
Problem Solving

Shop247.com

November 2018 – April 2019

Graphic Designer

Redesigned existing websites to bring them up to date with current design trends while also designing new websites for specialty products and brands. Created various content for all aspects of the company such as banners, Google Ads, Social Media Ads and Covers, Tutorial Videos, Packaging designs, Swing Tags, and 3D Product Models.

World Fantasy Sports LLC

March 2018 – August 2018

UI/UX Designer and QA Lead

Worked with a team of developers as the UI/UX designer at a startup company to develop multiple websites and the mobile app. Worked with the owners to determine the design, layout, and the best user experiences for each site.

2K Games

June 2013 – March 2018

QA Lead

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.

GarageGames LLC

April 2011 – January 2013

UI/UX Designer and Associate Producer

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 Torque 4 game engine.

Disc2Day LLC

July 2010 – April 2011

Graphic Designer

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.

Certifications

Scum.org

Professional Scrum Master I

PSM 1

November 2022

Education

Collins College

Bachelor of Arts – Game Design

March 2011

Magna Cum Laude

Paradise Valley Community

Associate of Arts – Graphic Design

December 2006