

JAIKAR POTHULA

Technical UI Designer | Game UI/UX Designer | UI Artist

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Portfolio: <https://jaikarpothula.com> | ArtStation: <https://www.artstation.com/jaikarpothula007>

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PROFESSIONAL SUMMARY

Technical UI Designer and Game UI/UX Designer with 3+ years designing and implementing player-facing interfaces in Unreal Engine 5 and Unity. Owns HUDs, menus, diegetic UI, icons, design systems, and in-engine production from Figma through UMG / Widget Blueprints and Unity uGUI. Shipped The Dark Arrival on Steam; presented a playable build at GDC 2026. Strong visual craft in Photoshop, Illustrator, and After Effects. Seeking full-time Technical UI, Game UI/UX, UI Artist, or UI Systems roles (remote, hybrid, or SF Bay Area). U.S. work authorized (F-1 OPT; STEM OPT eligible).

ATS KEYWORDS

Technical UI Designer, Game UI Designer, Game UI/UX Designer, UI Artist, UI Systems Designer, Unreal Engine 5, UE5, UMG, Widget Blueprints, Common UI, Blueprint, Diegetic UI, HUD, Menus, Unity, Unity UI, uGUI, C#, Figma, Design Systems, Prototyping, Wireframes, User Flows, Information Architecture, Interaction Design, Photoshop, Illustrator, After Effects, Motion Design, Iconography, Typography, Mobile UI, Live Service, Live Ops, Progression UI, Monetization UI, Accessibility, Playtest, Git, Perforce, Jira, Confluence, Agile, Steam, GDC

CORE SKILLS

Unreal Engine 5: UMG, Widget Blueprints, Common UI, diegetic / 3D UI, HUDs, menus, UI state machines, modular architecture, performance layouts

Unity: uGUI, Canvas, C# UI support, prefabs, mobile / PC layouts, states and feedback, safe area

Game UI/UX: Information hierarchy, onboarding, systems UI, live-ops, rewards, storefront, wireframes, user flows, playtest iteration

Design / Production: Figma (components, Auto Layout, prototypes), Photoshop, Illustrator, After Effects, Git, Perforce, Jira, Confluence, Agile

PROFESSIONAL EXPERIENCE

Technical UI Designer | Vault Productions Private Limited

United States / Remote | Aug 2024 - Present

- Own UI design and in-engine implementation for PC and mobile titles including The Dark Arrival (Steam), Suite 13, and Find the Octopus (Google Play).
- Build diegetic 3D Investigator Journal and modular UMG / Blueprint frameworks for menus, HUDs, lore, and gameplay-driven UI (Figma to UMG).
- Design main menu, pause, dialogue, and interaction-state systems focused on immersion, clarity, and readability.
- Collaborate with Design, Art, and Engineering; delivered GDC 2026 playable build; title shipped on Steam.

UI Designer | Freelance (Nekurati)

United States / Remote | Mar 2025 - Aug 2025

- Led end-to-end Game UI/UX for a fantasy RPG: menu architecture, navigation, interactive controls, and themed icon / button sets.
- Prototyped in Figma and delivered engine-ready assets with clear typography, interaction states, and high-contrast layouts.

Game Development | Academy of Art University

San Francisco Bay Area, CA (Hybrid) | Sep 2025 - Dec 2025 | Part-time

- Designed and implemented core gameplay systems in Unreal Engine with a cross-functional student team under bi-weekly milestones.
- Documented workflows, presented technical breakdowns, and iterated UX from playtest feedback.

SELECTED PROJECTS

The Dark Arrival - Unreal Engine 5 (PC / Steam) | UI Systems and Implementation

- Interactive 3D Investigator Journal, diegetic lore systems, HUD, and navigation UI (UMG and Blueprints); GDC 2026 playable demo; shipped on Steam.

Suite 13 - Unreal Engine 5 (PC) | HUD Design and Logic

- System-driven gameplay HUD with audio-visual cues and minimal clutter for tension and clarity.

Find the Dog / Find the Octopus - Unity (Mobile Live-Service) | UI/UX and 2D UI

- Menus, icons, progression, rewards, and VIP monetization screens for small displays (Play Store live).

Tale of Ronin - Unity | Core UI Systems | Customized Angel - Unity (C#) | Timeline UI systems

Vintage Ping Pong - Unity | Diegetic HUD, modular Canvas prefabs, accessibility-minded UI; shipped WebGL / Windows / macOS

EDUCATION

Master of Arts, Game Development (Game and Interactive Media Design) - Academy of Art University, San Francisco, CA | 2023-2025

Bachelor of Fine Arts, Animation - KL University, India | 2018-2022

AWARDS AND AUTHORIZATION

Rookie of the Year - The Rookies (Game Development, 2025) | Adobe Photoshop Professional Certificate | GDC 2026 Presenter

U.S. work authorized (F-1 OPT; STEM OPT eligible) | Open to remote, hybrid, or Bay Area onsite | Portfolio: <https://jaikarpothula.com>