

JAIKAR POTHULA

Senior Game UI/UX Designer & Technical UI Specialist | UE5, Unity & Figma | 3+ Years Shipped Experience

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SUMMARY

Award-winning Senior Game UI/UX Designer and Technical UI Specialist with 3+ years of experience designing and implementing player-centered interfaces, 3D diegetic HUDs, interactive menus, and vector iconography for PC, console, and mobile titles. Specialize in Unreal Engine 5 (UMG, Widget Blueprints, UI Materials), Unity (uGUI, C#), Figma design systems, wireframing, and gameplay feel. Rookies 2025 Rookie of the Year Winner and GDC 2026 presenter with 100k+ players across shipped commercial titles (The Dark Arrival, Find the Octopus). Seeking full-time Game UI/UX Designer roles.

WORK EXPERIENCE

Vault Productions Private Limited — San Francisco / Remote | Lead Technical UI Designer (01/2024 – Present)

- Lead in-engine UI implementation, player navigation logic, and visual HUD design for PC titles (The Dark Arrival, Suite 13) and mobile games (Find the Octopus).
- Architected an interactive 3D Investigator Journal and modular UMG / Widget Blueprint framework in UE5, optimizing layout data structures to accelerate iteration speed by 25%.
- Built comprehensive Figma UI kits, iconography libraries, and style guides ensuring gameplay visual hierarchy, HUD readability, and asset consistency.
- Collaborated cross-functionally with Game Designers, 3D Artists, Sound Technicians, and Engineers to deliver production-ready UI builds on bi-weekly sprint cycles.
- Shipped production UI for The Dark Arrival on Steam and delivered a rock-solid, zero-overhead build showcased live at GDC 2026.

Freelance / Game UI Consulting — Remote | Senior Game UI/UX Designer (01/2023 – Present)

- Executed end-to-end game UI/UX workflows for dark fantasy (Nekurati) and casual titles: wireframes, user flows, high-fidelity compositions, and animated UI prototypes.
- Designed mobile casual/casino-style reward progression trees, gacha/chip UX, offer/monetization screens, and uGUI Canvas integration for Find the Octopus (Google Play live).
- Conducted usability playtest reviews, translating player telemetry data into actionable HUD refinements, micro-interactions, and game feel enhancements.

Academy of Art University — San Francisco, CA | Game UI Systems Designer (09/2023 – 12/2025)

- Designed and implemented core application and gameplay UI systems in Unreal Engine 5 and Unity under milestone-driven production constraints.
- Delivered production-ready screens, vector icons, style guides, and technical engineer handoff documentation.

Customized Angel - Academy of Art University — San Francisco, CA | UI Systems Designer & Programmer (02/2025 – 05/2025)

- Programmed and designed timeline-based UI tracking systems and deduction workflows in Unity (C#).

FEATURED SHIPPED TITLES & PROJECTS

- **The Dark Arrival (UE5, Steam / GDC 2026):** Interactive 3D diegetic Investigator Journal, horror HUD, skeuomorphic UI materials. Shipped on Steam & presented at GDC 2026.
- **Find the Octopus / Find the Dog (Unity, Google Play Live):** Published casual mobile game featuring reward trees, shop UX, and uGUI Canvas (Rookies 2025 Winner, 100k+ players).
- **Suite 13 (UE5):** Minimalist HUD driven by audio-visual cues and game feel for tension-focused user experience.

EDUCATION

Master of Arts — Game Development | Academy of Art University, San Francisco, CA (Graduated 12/2025 • GPA 3.2)

Bachelor of Fine Arts — Animation | KL University, India (Graduated 05/2022 • GPA 3.8)

GAME UI SKILLS & ENGINE TOOLS

Game UI/UX & Craft: 3D Diegetic HUDs, Figma UI Kits, Vector Iconography, Wireframing, User Flows, Visual Hierarchy, Gameplay Readability, Motion Animatics

Engine & Software Pipeline: Unreal Engine 5 (UMG, Widget Blueprints, Common UI, Materials), Unity (uGUI, C#), Photoshop, Illustrator, After Effects, Perforce, Git

AWARDS & WORK AUTHORIZATION

- Rookie of the Year - The Rookies (2025) • Adobe Photoshop Professional Certificate • GDC 2026 Presenter
- U.S. Work Authorized (F-1 OPT; STEM OPT eligible) • Open to full-time remote, hybrid, or on-site roles