

Julian Loaiza

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UI/UX ENGINEER

TECHNICAL SKILLS

Programming Languages: C/C++, C#, JavaScript, Unreal Blueprints

Tools & Frameworks: Unreal Engine 5, Unity 6, C++ Custom Engine, Figma, GitHub, Perforce, Tortoise SVN, Visual Studio, JetBrains Rider

Technical Skills: Action Systems (Command), Model-View-Controller, UI Design Fundamentals, Code Documentation, Code Reviews, Pair Programming

Interpersonal Skills: Team Leadership, Presentational Speaking, Critical Thinking, Adaptability, Cross-Functional Collaboration

PROFESSIONAL EXPERIENCE

Software Engineer Intern | Meridian Waves | Seattle, WA

May 2024 - Aug 2024

- Contributed to the development of an automated trading platform and iterative modeling programs, applied across 50+ stock graphs to identify the most effective trading algorithms.
- Integrated solutions using Pine script and APIs with industry-leading programs and providers, ensuring scalability.

PROJECTS

User Interface Engineer & Producer | Gambler's Fallacy | Team of 10 | Unity 2023.2

- Implemented 10+ unique user interface systems based on Figma prototypes, collaborating closely with a UI designer to deliver intuitive and responsive product interfaces using User-Centered Design principles.
- Engineered robust backend architectures, utilizing MVC and MVVM patterns, to support inventory systems, menus, and various UI components, ensuring both scalability and maintainability.

User Interface Prototype | Solo Project | Unity 2023.2

- Developed a modular Action System in Unity to streamline unlimited combinations of UI animations for a poker interface, enabling seamless transitions and dynamic visual feedback.
- Implemented a reusable framework for UI elements, focusing on scalability and customization to support rapid prototyping and feature iteration.

UI Engineer & Producer | Chemical Overdrive | Team of 10 | Unreal Engine 5.2

- Managed and coordinated team production using tools such as ClickUp and Excel to optimize workflow and efficiency.
- Designed and developed all user interface systems in Figma and UMG, collaborating closely with a UI Artist to ensure a cohesive and engaging user experience.
- Created wireframes, high-fidelity mockups, and conducted extensive UI playtests to refine designs and improve usability.

UI Engineer & Tech Lead | Dusk | Team of 12 | Unity 6

- Coordinated a 12-member team, managing task allocation and production schedules to ensure timely completion of game deliverables.
- Served as Tech Lead in a 48-hour Game Jam, mentoring five engineers, overseeing more GitHub version control, and spearheading the implementation of most user interface systems.

EDUCATION

DigiPen Institute of Technology | Redmond, WA

B.S. in Computer Science and Game Design

December 2025