

Software

- Adobe XD
- Figma
- Unity 3D
- Unreal Engine
- Photoshop
- Illustrator
- After Effects
- 3dsMax
- Canva
- Final Cut Pro

Skills

- Wireframing
- Collaboration
- Visual Communication
- Graphic Design
- Client Relations
- Prototyping
- Customer Service
- Creative Problem Solving
- Project Management
- Mockups and Style Guides

Education

George Mason University

Class of 2014

Bachelor of Fine Arts

Computer Game Design


Google UX Design Course


Completed 2022

Interests

- Painting
- Digital Drawing
- Pickleball
- Laser-Engraving
- Board Games
- Video Games
- NOVA UX Member
- Exploring breweries
- My beloved dogs
- Escape Rooms

Contact

 678.327.7697

 tgoorah@gmail.com

TEJ GOORAH

(Pronounced: Tage Goo-Raa)

He/Him

UX/UI Designer

Portfolio: www.tgoorah.com

Relevant Work Experience

Associate UI Artist, Lost Boys Interactive, LLC

AUG 2022 - PRESENT

- Shipped titles - **WWE 2k23, WWE 2k24, WWE 2k25**
- Collaborate with other UI artists, engineers, and designers to deliver stunning AAA games across all gaming platforms
- Work as part of a fast-paced team to create and test multiple user paths for the most positive user experiences
- Create new icons and assets for various screens with direction and feedback from the art director
- Develop flowcharts and wireframes in Adobe XD and Figma for the screens and features I was responsible for in various modes
- Learn and utilize the developer's custom game engine
- Design wallpapers, nameplates, and trading card assets for regularly released seasonal rewards for online modes

UX/UI Designer & Graphic Artist, KME.Digital

MAR 2020 - AUG 2022

- Designed website layouts from initial wireframing and prototyping to the final product. Clients included local and regional businesses pertaining to construction, landscaping, law, security, technology, and handiwork
- Created retargeting ads and promotional campaign designs to boost client visibility and website traffic
- Engaged weekly with clients for feedback on projects in development and adjusted workflow accordingly
- Conducted interviews and reviewed graphic tests for potential employees

3D Graphic Artist, Epsilon System Solutions

MAR 2015 - NOV 2016

- Contracted with US Navy to produce simulations and training videos in support of new projects and equipment using 3dsMax, Unity, Photoshop, and Ngrain
- Interfaced with the art team to create products that met design requirements by the client, including fully detailed models, animations and textures

Graphic Artist, Freelance

MAR 2011 - PRESENT

- Help clients achieve their visions while boosting their businesses and lifestyles
- Communicate design concepts and follow-up revisions to best meet client needs

Customer Service Experience

REALTOR®,

Weichert Realtors

JULY 2019 - JULY 2020

Bartender and Server,

MacMillan Whiskey Room

MAY 2019 - JAN 2020

Manager and Bartender,

Green Lantern

SEPT 2017 - MAY 2019

Bartender,

Entertainment Cruises

FEB 2017 - OCT 2017