

Nathan Fuentes



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Austin, TX

UI/UX Designer specializing in designing visually engaging, player-friendly, and cohesive game interfaces. Experienced in creating UI assets, animations, and layouts focusing on user experience using *Figma*, *Photoshop*, and *Illustrator*, with implementation in *Unity*. Combines strong visual design skills with technical knowledge to bring polished, responsive UI to life in-game.

CORE SKILLS

UI Asset Design • Player-Centered Designs • Wireframing • Visual Style Development • Interaction Design • C# Scripting • UI Animation • UI Implementation • Visual Hierarchy • Usability Testing

TECHNICAL SKILLS

FIGMA • PHOTOSHOP • ILLUSTRATOR

UNITY • UNITY UI TOOLKIT • UNITY ANIMATION • C# • GITHUB

EXPERIENCE

Game Project - Auragami

Technical UI/UX Designer/Artist | December 2024 - August 2025 | Available on Steam & Itch.io

- Designed and created stylized UI assets, layouts, and visual elements for in-game menus and interfaces.
- Collaborated with gameplay, audio, and art teams to align UI visuals with overall game feel, art direction, and feedback.
- Established a cohesive visual style across all UI elements using *Photoshop* and *Unity* UI tools.
- Produced polished UI animations and transitions to enhance player feedback and responsiveness.
- Created UI with a focus on readability, hierarchy, and player-tested feedback.
- Created UX flowcharts for menu navigation, improving clarity of system logic before implementation.
- Completed tasks ahead of schedule, leaving time to tackle and finish UI/UX related stretchgoals.
- Used *GitHub* version control to integrate UI features into the main project branch.
- Helped with bug fixing and polishing for the *Steam* release.

College Project - Digital Monopoly

Solo Developer | September - December 2024

- Recreated the visual style and UI aesthetic of the game *Balatro* using *Photoshop* and *Unity UI tools*, achieving strong stylistic accuracy.
- Designed and produced custom UI assets and animations to enhance personality and game feedback.
- Expanded upon *Balatro's* aesthetic by creating custom animations and visual assets.

EGaDS UT 2025 Game Jam - Sand Showdown

Technical UI/UX Designer | September 2025 | Available on Itch.io

- Concepted and developed all UI assets using *Figma*.
- Co-concepted layout and implementation of assets in close collaboration with programmers and artists.
- Scripted UI behavior, such as special effects, to greatly improve the player experience.
- Constant communication with the team, leading to excellent transparency.
- Completed all tasks hours before the deadline, giving time for stretch goals and other non-UI-related tasks.

Personal Project - The Desktop Wizard

Technical UI/UX Designer | May 2025 - Present | Available on Itch.io

- Co-concepted the main menu and UI elements using *Photoshop* that heightened the game's intended fantasy of navigating a retro-style PC.
- Created a flowchart detailing menu navigation, better preparing for menu-related scripting.
- Created scripts for handling in-game menus and buttons using flowcharts as a base.

EDUCATION

Austin Community College, 2025

Associate's in Game Development

ORGANIZATIONS

IGDA Member

Participated in the Mentorship Program