

Julian Loaiza

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UI/UX & GAMEPLAY ADJACENT PROGRAMMER

TECHNICAL SKILLS

Tools & Frameworks: C/C++, C#, Unreal Blueprints, Unreal Engine, Unity, C++ Custom Engine, Figma, GitHub, Perforce, Visual Studio, JetBrains Rider, ClickUp, Microsoft Excel, User Personas, User Journeys, User Flows

Technical Skills: Command Pattern, MVC, MVVM, Page Stack Navigation, CommonUI, Data-Driven UI, Wireframing, Gameplay to UI Integration, Modular UI Architecture, Root Layouts

PROFESSIONAL EXPERIENCE

Production/QA & UI Student Mentor | DIGIPEN | Redmond, WA

Sept 2025 - Present

- Mentoring and supporting over 180+ students across 12 interdisciplinary teams, providing guidance on production workflows, QA practices, and best UI practices.
- Pair programmed with students to help build fundamental UI architectures and systems.

PROJECTS

[UI/UX Programmer | 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.
- Architected backend support for inventory, menu, and gameplay adjacent UI systems using MVC and MVVM patterns to improve scalability, maintainability, and iteration speed.
- Built dynamic and responsive HUD system alongside a UI Designer that was integrated with gameplay systems.
- Conducted 45+ playtests that drove the collaboration with a UI designer to refactor and iterate problematic interfaces.

[UI & Gameplay Adjacent Systems | Global Game Jam | Team of 5 | Unreal 5.6](#)

- Built a data-driven dialogue system using FDataAssets and structs, enabling designers and programmers to trigger dialogue through gameplay events.
- Implemented features including typewriter text, skippable dialogue, and event-based integration for flexible narrative interactions.
- Developed a UX focused post process interaction system using Custom Stencil, selectively restoring saturation to highlighted objects after item pickup to reinforce player feedback and visual clarity.

[UI/UX Programmer | Guard Dog on Duty | Team of 12 | Unreal Engine 5.4](#)

- Integrated CommonUI in C++ to establish a scalable foundation for the project's interface systems.
- Developed a reusable Root Layout architecture to manage menu layering, screen flow, and shared UI behavior.
- Implemented asynchronous widget pushing to support cleaner menu transitions, better UI flow control, and more maintainable navigation logic.

[User Interface Card Game Simulation | 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.

EDUCATION

DigiPen Institute of Technology | Redmond, WA

B.S. in Computer Science and Game Design

April 2026