

Uti Azulay

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Uti is a multidisciplinary game designer, programmer and musician based in New York City with a passion for small teams making groundbreaking games.

EXPERIENCE

Swordswallower — *Creative Director*

SEPTEMBER 2020 - PRESENT

Action platformer made in Gamemaker Studio 2. Responsible for creative direction, programming, game design, music composition, and narrative design. Selected and funded by the NYU Game Center Incubator, nominated at festivals like Indiecade and PlayNYC, and downloaded more than 4,500 times.

NYU Game Center — *Code Help Desk*

JANUARY 2020 - JUNE 2020

Fixed bugs and taught concepts to other NYU students who needed help with their coursework. Worked in Unity, Gamemaker, Pico 8, and Unreal Engine.

PlayOnHolo — *Design Intern*

JUNE 2019 - AUGUST 2019

Conceptualized and designed UI/UX for an AR fitness app for users to project personal trainers into their homes using AR. Created slideshows to be pitched to investors and did market research on cost and competitors.

PROJECTS

Sweet Nothings — *Unity VR*

Asymmetrical social VR game. One player goes on a date while the other searches the internet to find information to help them woo their date. Nominated for the NYU Game Center Showcase.

Igualada River — *Unreal Engine*

Experimental art piece. Players trace a river that mimics their lives and builds a feeling of isolation before releasing them to the afterlife.

EDUCATION

New York University — *Bachelor of Fine Arts*

AUGUST 2016 - JUNE 2020

Game Design Major, Art History Minor, Dean's List all four years, 3.9 GPA

ENGINES

Unity
Gamemaker 2
Unreal Engine 4
Twine
Flash
Pico 8

CODE

C#
Lua
GML
Actionscript
Unreal Blueprint

TOOLS

Git
VR/AR
Excel
Visual Studio
Ableton
Photoshop
XD
Premiere

SKILLS

Game and Level Design
Rapid prototyping
Project planning
Flexibility
Communication
Ideation