

Isabella Bradberry

UI/UX Designer

I am a digital creative with hands-on experience developing for games and webpages. My work combines 3D and technical art, graphic design, animation, and UI to create intuitive user experiences. I have a strong track record of adapting quickly, learning new tools, and actively communicating within cross-functional and remote teams.

Experience

UI/UX Designer | Digital Insight Games

Austin, TX | May 2024 - April 2026

- o Managed a modular UI component library and developed 6+ core systems, including high-impact areas like the HUD and inventory.
- o I was responsible for the layout of 12+ screens in Unreal Engine with a focus on clarity, responsiveness, and UX.
- o Collaborated with engineers and designers in an agile environment, iterating through sprint planning, feature discussions, and weekly playtests.
- o Wrote documentation and performed Blueprinting and C++ programming for 3D and VFX work as needed.

Data Imagery Editor | Apple Inc. via Mindlance

Remote | September 2023 - May 2024

- o Efficiently identified and corrected issues by annotating 2D imagery.
- o Optimized existing processes to increase throughput and streamline workflow.
- o Communicated effectively in a virtual team environment and used comparative analysis to establish consistency throughout projects.

Visualization Student Technician | Texas A&M University

College Station, TX | January 2022 - June 2023

- o Wrote marketing and announcement content for Chillennium, Fall Show and Bitcamp and redesigned the [Viz-a-GoGo](#) webpage with web APIs and HTML files.
- o Maintained daily operations with a 5-person team in the equipment room and print lab, including checking ink levels, updating campus kiosks, and tagging equipment.
- o Serviced rental production equipment owned by the School of Performance Visualization and Fine Arts for use within the Visualization major.

Graphic Designer | Texas A&M University

Remote | June 2021 - August 2021

- o Utilized principles of typography, layout and composition and color theory to design a 40-page workbook and developed a brand identity and logo design

Engineer Intern | LZ Technology

Remote | June 2020 - August 2020

- o Scripted a GUI for the Audio System team using PyQt Designer as a GUI builder.
- o Worked with Java telemetry files in order to process commands.
- o Drafted two operation concepts and handover documents

Contact

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Education

Texas A&M University

College Station, TX | May 2023

B.S. in Visualization

Minor in Game Design & Development

Skills

Tools:

Maya | Unreal | Renderman
Substance Painter | Premiere Pro | After Effects | Figma
Photoshop | Illustrator

Version Control + OS:

Perforce | GitHub
Windows | MacOS | Linux

Programming: C++ | Python

Projects

[CloudCastles Battlegrounds](#)

Professional Experience

[Suzzallo Modular Kit](#)

10 weeks

[HYHO Rhythm Game](#)

2.5 days

[Piñata VR Game](#)

5 weeks

[Bae Zi](#) | [Restaurant Logo,](#)

[Menu](#) | [Website](#)

4 weeks