



JORDIE LOWRY

She/Her Technical Artist x Game Developer

CONTACT

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EDUCATION

The University of Akron

Myers School of Art

Bachelor of Fine Art in Graphic Design

Minor in Emerging Technologies

Graduated Fall 2024

Jackson High School

Career Tech Program

Certificate in Cisco Computer Networking

Graduated 2018

HONORS & AWARDS

John & Barbara Gillette Study of the Arts Abroad

Bauhaus 2023 Travel Award

Fall 2023

The William C. Waldman Scholarship in Art

Fall 2023

Dr. Linda L. Moore Endowed Scholarship Fund in

Fine and Applied Arts

Fall 2022

Deans List

Fall 2021–Spring 2024

Akron Guarantee Scholarship

Fall 2018–Spring 2022

WORK EXPERIENCE

Bigger Boss Games-UI Designer

2025 Summer–Present

Designing and testing user interface elements, promotional materials and thumbnails for UGC games.

Improving user experience and onboarding to increase player counts and retention.

S3 Technologies-Creative Technology Specialist

2024 Spring–Present

Created end-to-end XR experiences based on client requirements.

Developed internal tools to improve efficiency across the company.

Integrated AI into XR applications for scoring and interactivity.

S3 Technologies-Emerging Technologies Internship

2023 Spring–2024 Spring

Created AR/VR experiences using a variety of techniques and software.

Supported multiple departments with respective projects in sales, education technology, and digital signage.

Myers School of Art/Kent State University-Art Internship

2023 Spring

Collaborated with Kent State University School of Fashion to create an immersive digital fashion show using CLO3D and Unreal Engine, on a 270 degree immersive projection cave.

Myers School of Art-Design x Nine

2022 Fall–2023 Spring

Collaborate to develop relevant brand identities for specific University related organizations on an invitation-only student design team.

Myers School of Art-Maker Space Assistant

2022 Fall–2023 Spring

Assist students and faculty with operating equipment in Maker Space including laser cutters, 3D printers, vinyl cutters, and more.

Myers School of Art-Art Internship

2022 Spring

Explored and executed new techniques and software in order to create a Virtual Reality recreation of the Emily Davis gallery using Unreal Engine.

SKILLS & PROFICIENCIES

Unreal Engine 5

Blender

Adobe Creative Suite

Generalist Programming (C++/Python/Javascript)

AI Integration

UI/UX Design

Web Design