

AVERIE LOCKHART

3D Artist & UX/UI Designer

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Hey there! I'm Averie – a 3D Game Artist & UX/UI Designer! From traditional art and 2D, 3D Modeling to graphic design and UX/UI, I've dabbled in it all! My passion also extends to working with youth, especially with K-8 students, whether I'm teaching or mentoring in the classroom.

EDUCATION

UX/UI Design
University Of Utah - 2025

Art For Games
Specialization
Michigan State University -
2022

Game Design
California Institute of The
Arts - 2022

High School Diploma
Hillcrest High School - 2020

EXPERIENCE

Paraprofessional (March 2024 - April 2025)

Foothills Elementary

Assisted lead teacher with classroom instruction and student supervision, including one-on-one tutoring and support for students with special needs or behavioral challenges. Helped prepare and organize classroom projects and assignments as needed.

Visual Arts Teacher (March 2022 - Nov 2024)

ArtHaven

Led K-8 students through art projects by following lesson plans and providing step-by-step instruction across various mediums. Managed classroom environments and ensured student engagement and safety during lessons.

Designer & Owner (March 2018 - June 2023)

MochiDevil - Etsy Shop

As a small business owner, I managed all aspects of creating and selling custom merchandise, including t-shirts, keychains, and stickers. I designed every product and graphic myself, handled inventory, provided customer service, and managed packaging and shipping. This hands-on experience strengthened my skills in design, organization, and entrepreneurship.

Graphic Designer (Dec 2017 - April 2018)

Aesthentials - Kawaii/Kpop Apparel Shop

Designed and submitted graphics for apparel and merchandise using Adobe Photoshop, ensuring alignment with brand guidelines and production specifications.

PROFICIENT IN

Blender - 9 Years

Adobe Photoshop - 9 Years

Adobe Substance Painter - 6 Years

Unreal Engine - 5 Years

Figma - 1 Year

Maya - 1 Year

Unity - < 1 Year