

OWEN HIGLEY

(310) 295 8821 | owen@higleyco.com | [Portfolio](#) | [LinkedIn](#)

EDUCATION

Santa Clara University Santa Clara, CA
B.F.A. in Fine Arts, Graphic Design Emphasis June 2025
Awards: Bronco Scholarship Recipient (2021-2025); Curtis and Joyce Cole Endowed Scholarship Recipient (2025)
Leadership: Student Art League, *President* (2024-2025)

EXPERIENCE

AGBO Los Angeles, CA
Game Development Intern June 2025 - September 2025

- Prototyped interactive games to evaluate gameplay mechanics and user engagement.
- Collaborated with production and development teams to create prototypes and support progress.
- Conducted market research and produced competitive teardowns of existing products to inform direction and design decisions.
- Presented prototype findings and design ideas to leadership, including the President of Interactive.

Santa Clara University Santa Clara, CA
3D Modeling Tutor / Studio Assistant March 2024 - June 2025

- Supported instruction for an undergraduate 3D Modeling course as well as Sculpture courses.
- Taught 3D modeling students with modeling workflows and software use. Helped maintain consistency and usability of 3D assets across class projects and assignments.
- Assisted sculpting students with fabrication techniques using a wide range of tools and materials.
- Designed and built sculptural work for faculty exhibitions and projects, contributing to both digital modeling and physical wood/metal fabrication processes.

Echo Play Santa Clara, CA
App Design / Development Intern June 2024 - September 2024

- Created graphic assets in Illustrator and Photoshop to support app experiments in user perception and accessibility.
- Developed and tested visual design variations to explore how users interpret imagery through feeling and sound, deepening research on user perception and app accessibility.

Nifty Games Calabasas, CA
Quality Assurance Intern September 2020 - December 2020

- Contributed to game development by identifying usability issues and improving player experience.
- Delivered clear, actionable feedback to designers and engineers; provided weekly gameplay analysis supporting design decisions.

SKILLS

Design: UX/UI Design, Prototyping, Usability Testing, Design Principles, Competitive Analysis, Accessibility
Software: Unreal Engine, Unity, Blender, Cinema 4D, Maya, Fusion, Adobe Creative Cloud, Webflow, Jira
Technical: Git, C, C#, Python, HTML/CSS, Arduino
Workflows: 3D Modeling, Asset Cleanup, UVs, Scale Consistency, Scene Organization, Basic Rigging, Prototype Iteration, Technical Troubleshooting

CERTIFICATIONS

C# Programming and Unity, University of Colorado, Colorado Springs (2025)
Python Data Structures, University of Michigan (2024)