

Oscar Campos

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EXPERIENCE

Administrative Assistant | November 2024 – Present

Western Motors | Houston, TX

- Handled professional communication, customer support, and organized record-keeping.
- Maintained accurate vehicle inventory, sales records, and customer databases.

Graphic Design Intern | October 2024 – January 2025

LDR Advisory Partners | Houston, TX

- Designed high-quality graphics for an email marketing campaign, increasing website engagement for the client.
- Developed visually engaging graphics for social media posts, boosting the client's online presence and visibility.
- Created promotional graphics for a client's giveaway, increasing sign-ups and website traffic.

Inventory Management Assistant and Salesperson | 2018 – October 2024

Campos Western Wear Distributor | Houston, TX

- Received merchandise, prepared shipments, and assisted with distributions to over 15 shops across Texas.
- Provided excellent customer service, answered questions, and resolved issues to ensure customer satisfaction.
- Organized inventory to optimize warehouse space and improve efficiency in locating and retrieving items.

PROJECTS

Point: Bridge in Unreal Engine 5

- Applied game design principles to craft a challenge that encourages exploration and tactical shooter gameplay.
- Leveraged premade assets to create an environment of a ruined, war-torn town for the player to explore.

Pirate Dreams in Unreal Engine 5

- Developed logic and focused on level layouts to create a fun and easy-to-follow top-down shooter experience.
- Used premade assets to create an environment that focuses on continuously moving gameplay.

Reviving Houston UXPA in Figma

- Collaborated with a team to create a website with 6 pages for the Houston Chapter of the UXPA organization.
- Developed wireframes and high-fidelity prototypes in Figma to outline the overall structure and layout. I focused on the Home and Event pages of the website.
- Conducted user research and testing to figure out pain points and user needs.

Steam Redesign in Figma

- Worked with a team to redesign 10+ Steam pages. I focused on the News, Game, Browsing, and Friend pages.
- Created multiple wireframes for each page, and a high-fidelity prototype in Figma for the pages I focused on.
- Fixed multiple pain points that surveyed users expressed about the current Steam web design.

EDUCATION

Bachelor of Science in Digital Media

Technology Leadership & Innovation Management Minor

University of Houston- Houston, Texas

SKILLS & TOOLS

Programming – Familiar with:

Java, C#, C++, Python, HTML/CSS/JS, & Visual Scripting

User Experience Design

Page Layout and Design

Production & Marketing

Fluent Bilingual (English and Spanish)

Unreal Engine

Figma

Microsoft Office

Adobe Creative Suite

Miro

Blender