

Josh Hubbard

[Email](#) | [Website](#) | [LinkedIn](#)

EDUCATION

MS	Indiana University, Human Computer Interaction - <i>GPA: 3.67</i>	Dec. 2025
BS	Miami University, Games + Simulation - <i>GPA: 3.55</i>	May 2023
BA	Miami University, History - <i>GPA: 3.55</i>	May 2023

EXPERIENCE

Another Spool 2024

Owner and Founder

- Conducted research with users to create a website that promoted ease of use, using the agile methodology to have an effective storefront in less than a month.
- Used Fusion360 AutoCAD to design complex 3D models for custom products sold to customers, bringing the models to reality using 3D printing technology.
- Drafted advertisements and logos through Adobe Illustrator and Photoshop. Filmed and edited videos for various social media platforms in Adobe Premiere Pro.

Classroom ONE

UX Researcher and Designer 2024

- Developed the concept for an online classroom application to allow students to keep up even in a remote learning environment.
- Hosted interviews with target users to work out design flaws, integrate customer suggestions, and chart the best steps forward to ensure success of the product.
- Incorporated UI and HTML code to create functional prototypes for use both in house and with users during research scenarios.

Its Dark

UX Consultant 2022

- Consulted the team on best practices in the field of user experience methodology, improving the functionality and ease of use of the title.
- Through user personas and scenarios, discovered and repaired faults in game usability.
- Provided user research to the team to indicate what sections needed improvement.

SKILLS

Programming: C++, C#, JavaScript, HTML, CSS, Unreal Blueprints

Applications: Fusion 360 AutoCAD, Blender, Maya, Adobe Creative Suite, Microsoft Suite

Engines: Unreal Engine, Unity Engine