AARON LEHNEN

DESIGN LEAD • CREATIVE PROJECT MANAGER

RICHMOND, TEXAS • AARONLEHNENMEDIA@GMAIL.COM • AARONLEHNENMEDIA.COM • LINKEDIN.COM/IN/AARONLEHNEN/

CREATIVE PROFILE

MFA-trained designer and project leader blending UI/UX, visual design, interactive development, game production, and cross-functional delivery. Experienced leading teams, turning stakeholder requirements into working digital experiences, and bringing original projects to market.

BUILT, LED & SHIPPED — SELECTED PROJECTS

ESCHATON: BATTLE FOR ETERNITY

INDEPENDENT GAME CREATOR

Designed and released a Unity/C# game on Steam; developed gameplay, interfaces, audio systems, achievements, and publishing integration.

MnGFISHBOT & STREAM SYSTEMS

PRODUCT DESIGN / FULL-STACK BUILD

Built Twitch-connected interactive games, user inventories, leaderboards, and dashboards with Next.js, Node.js, and Supabase.

GOTM — GAMES OF THE MONTH

CREATIVE PRODUCER / COMMUNITY LEAD

Five years of recurring gaming events: program schedules, participant coordination, branding, flyers, emotes, overlays, and live production.

AARON LEHNEN MEDIA

WEB / BRAND / E-COMMERCE

Designed and built a responsive portfolio website and merch/music storefront integrating original creative projects and commerce.

XR SHOWDOWN / EXXONMOBIL

VR PROJECT MANAGER / ARTISTIC DIRECTOR

Led a seven-person interdisciplinary team delivering a VR training simulation; managed requirements, team workflow, visual direction, and testing.

THE REALM RECORDINGS

MUSIC / MULTIMEDIA PRODUCTION

Original compositions, sound design, artwork, and audiovisual projects for independent productions and interactive media.

CAPABILITIES THAT BRIDGE DISCIPLINES

VISUAL & UX DESIGN

Wireframes, Figma, prototyping, branding, typography, accessibility, design systems, 2D/3D content.

PROJECT LEADERSHIP

Stakeholder alignment, documentation, Agile delivery, task planning, Jira, Trello, Monday, ClickUp.

TECHNICAL & INTERACTIVE

HTML/CSS/JS, React, Next.js, Node.js, APIs, SQL/PostgreSQL, Unity/C#, Git/GitHub.

MEDIA & SIMULATION

Photoshop, Illustrator, After Effects, Premiere Pro, Blender, Maya, Logic Pro, OBS.

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AARON LEHNEN / DESIGN + PROJECT LEADERSHIP

EDUCATION & CREDENTIALS

MASTER OF FINE ARTS • MEDIA DESIGN
Full Sail University | 2021 | 4.0 GPA

BACHELOR OF SCIENCE • DIGITAL MEDIA
University of Houston | 2020 | 4.0 GPA, Summa Cum Laude | Gaming, Motion Media, eMedia; minor in Technology Leadership & Innovation Management

ASSOCIATE DEGREES • FINE ARTS & LIBERAL ARTS
Victor Valley College | Music Theory & Composition focus

FRONT END DESIGNER CERTIFICATE
Texas State Technical College | Expected November 2026

AWARDS & INDEPENDENT WORK

Recognized in prior portfolio/resume materials for game/app design, graphic design, motion media, and project management; independently published a commercial game and sustained a multi-year community event series.

LEADERSHIP & DELIVERY APPROACH

DISCOVERY → DESIGN Stakeholder needs, wireframes, UI systems, content direction, and structured client feedback.
BUILD → TEST Cross-functional planning, implementation coordination, QA, user testing, and iterative refinement.
LAUNCH → SUPPORT Assets, documentation, release workflows, community engagement, and ongoing maintenance.

PROFESSIONAL EXPERIENCE

Head of Client Operations & UX | Clutch.io

Direct UX initiatives and client delivery; coordinate product, content, and engineering teams; manage requirements, onboarding, prioritization, and stakeholder communication.

Content Project Manager / Multimedia Producer / Video Editor | Clutch.io

Progressed across production and management functions, assigning work, tracking dependencies, reviewing deliverables, and producing Figma/React UI and multimedia assets.

Digital Media Professor | University of Houston / Wharton County Junior College

Taught media/design production and project workflows; mentored students from research and concept development through final presentations.

Project Manager / Artistic Director / Composer | XR Showdown / ExxonMobil

Led a seven-member VR simulation team, including planning, prototyping, creative assets, development coordination, and user testing.

R&D Graphic Designer & Copywriter | Laser Shot Simulations

Created simulation interface artwork, Blender models, user manuals, test reports, and technical documentation alongside R&D and marketing teams.

Store Manager / Music Director / Lead Instructor | School of Rock

Managed staff, curriculum, scheduling, live performances, client communications, and music instruction.

FULL PROJECT ARCHIVE • AARONLEHNENMEDIA.COM / LINKEDIN.COM/IN/AARONLEHNEN/