Jared Hooker

✉ gamedevjared@gmail.com   📞 9096473928

in linkedin.com/in/jaredhooker   🔗 https://jaredsportfolio.netlify.app

Summary

I bought a computer and began teaching myself how to develop games with Unreal Engine using blueprints and C++ in August of 2022. Since then I have been broadening my horizons with UE5, Unity (C#), Web Development (HTML, JS, CSS) and Software Development (Python).

It seems like the more I learn, the less I know and the desire to keep discovering grows exponentially. The ever-changing world of technology can never be mastered, and to me that is one of its most attractive characteristics.

I have become familiar with:

-Version control through Git/GitHub (branch protection, documentation, merging, releases).
-Creating websites, apps, and games with JavaScript, HTML, and CSS.
-Building Android apps with Android Studio and publishing them on Google Play.
-Using Python to create standalone .exes with user friendly GUIs to automate mundane tasks, launch and play games, or extract and sort/visualize numerical data.
-Unreal Engine 4/5
-Level Design
-Environment Creation (including dynamic weather events)
-Blueprints
-GUIs (widgets, menus, HUDs)
-Lighting
-Dialogue
-AI for NPCs (eat/sleep schedules, behavior trees, pawn sensing)
-Gameplay mechanics (combat, journals/quests, dialogue, character movement, saving/loading)

Experience

Android Developer
Hooker Hill Studios
Jan 2023 - Present (4 months)
Building apps and games with Android Studio and publishing them to Google Play.

Unity Developer
Hooker Hill Studios
Jan 2023 - Present (4 months)
Programming Gameplay Mechanics, Level Design, Sprite Animation

Software Developer
Hooker Hill Studios
Nov 2022 - Present (6 months)

Using Python to create software that aids in data sorting, visualization, and management as well as games with intuitive GUIs. With Javascript, I am creating apps, websites, and games.

Unreal Developer
Hooker Hill Studios
Oct 2022 - Present (7 months)
Gameplay Programmer, Mechanics Programmer, Level Design, Environment Creation

Education

California Baptist University
Electrical and Electronics Engineering
Sep 2007 - Jun 2008

Licenses & Certifications

C++ - Sololearn
CT-9WKDBZOZ

Game Development with JS - Sololearn

HTML - Sololearn

Python - Sololearn

Web Development Fundamentals - Sololearn

SQL - Sololearn

Skills

Android Studio • Android Development • Unreal Engine • Python • C++ • Game Development •
HTML • JavaScript • Cascading Style Sheets (CSS) • Unity