

# Jared R Hooker



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<https://jaredsportfolio.netlify.app>

## Summary

I first started programming at age 13 while developing mods for The Elder Scrolls III: Morrowind, scripting custom quest lines and building new levels, environments, and worlds to explore as well as scripting custom campaigns for Rise of Nations, and using TI-Basic to make my own apps and games for the TI-83 calculator.

That led to creating 3d models using tools such as Rhino 3D and 3ds Max, and even writing a game design document for a Star Wars game I wished to see produced one day.

My true love and passion for video game and software development never left me, though, and I began returning to my roots in August of 2022 by purchasing a computer and teaching myself how to develop games with Unreal Engine as well as how to develop software with JavaScript.

My current stack is Node.js, NextJS, TailwindCSS, Firebase, and Vercel.

So far, I have become familiar with:

- Version control through Git/GitHub (branch protection, documentation, merges, releases, deployment)
- Developing and deploying websites, apps, and games with JavaScript, HTML, and CSS (Netlify, Github Pages)
- Developing and deploying fullstack CRUD apps (Node, Next, Tailwind, Firebase, Vercel)
- Deploying to Netlify and Vercel
- Building Android apps with Android Studio and publishing them on Google Play (4 published apps)

## Experience



### Javascript Developer

Hooker Hill Studios

Nov 2022 - Present (7 months)

Building websites and web apps with HTML, CSS, Javascript, ReactJS, NodeJS, NextJS, TailwindCSS, and Firebase as well as deploying them with Vercel/Netlify.



### Android Developer

Hooker Hill Studios

Jan 2023 - Present (5 months)

Building apps and games with Android Studio and publishing them to Google Play.

Developed and published 2 weather apps, 1 endless runner game, and a Digital Business Card creator.



### Unity Developer

## Hooker Hill Studios

Jan 2023 - Present (5 months)

Programming Gameplay Mechanics, Level Design, Sprite Animation



## Unreal Developer

Hooker Hill Studios

Oct 2022 - Present (8 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

JavaScript • Next.js • Node.js • React.js • Tailwind CSS • Cascading Style Sheets (CSS) • Android  
• C# • Firebase • Vercel