Jared Hooker

Redlands, California, United States

✉ gamedevjared@gmail.com

in linkedin.com/in/jaredhooker

Summary

I bought a computer and began teaching myself how to develop games with Unreal Engine 4 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:

-Js, Node.js, React, Netlify

-Version control through Git/GitHub (branch protection, documentation, merging, releases)

-Creating webPages, webApps, and games with HTML/JS/CSS

-Designing and building Android apps

-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

Unity Developer
Hooker Hill Studios
Jan 2023 - Present (3 months)
Using C# with Unity to create games.

Software Developer
Hooker Hill Studios
Nov 2022 - Present (5 months)

Using Python I am creating software that aids in data sorting, visualization, and management as well as ad free and educational games for kids with intuitive GUIs. My goal is to help people get access to tools they need without all of the extra fluff that so many apps are flooded with in today's market.

Unreal Developer
Hooker Hill Studios
Oct 2022 - Present (6 months)
Independent Game Developer creating exciting experiences using Unreal Engine 5

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

Python • C++ • Game Development • HTML • JavaScript • Cascading Style Sheets (CSS) • Unity