






Jared Robert Hooker

-  909-647-3928
-  gamedevjared@gmail.com
-  Redlands, California
-  <https://art-portfolio-jrh89.vercel.app/>
-  <https://hookerhillstudios.com>

Education:

- Electrical Engineering
Cal Baptist University
2007-2008

Summary: Experienced solo indie game developer proficient in Unreal Engine 5, Blender, and Unity, with a passion for creating immersive gaming experiences. Skilled in all aspects of game development, from concept to deployment. Proven track record of delivering high-quality games with a keen eye for detail and a strong commitment to innovation.

Skills:

- **Game Development:** Game Design, Level Design, Gameplay Programming, Game Testing, User Interface Design, Project Management
- **Art and Design:** 3D Modeling, Animation, Shading and Texturing, Sound Design
- **Programming:** C++, C#
- **Tools & Software:** Unreal Engine 5, Blender, Unity

Experience:

'Adventures In Fall Hollow' - Unreal Engine 5.1 Game

- Implemented spatial audio to create a truly immersive world where sound sources are positioned in 3D space.
- Designed user-friendly menus with an intuitive layout and easy navigation, ensuring players can seamlessly access game options, settings, and save/load functions.
- Employed custom particle systems to create dynamic visual effects that enhance the gaming experience.
- Introduced a variety of animal types into the game, each with its unique behaviors, including eat and sleep schedules.
- Implemented a robust combat system, allowing players to engage in battles with different creatures and foes.
- Included a wide range of weapons, spells, and abilities, each with its unique effects and strategies.
- Leveraged Unreal Engine 5.1's Lumen global lighting system to achieve stunning, dynamic lighting effects.

Link: <https://fall-hollow.vercel.app>

'The Knight Life' - Unity 2D Game

- Crafted intricate and challenging 2D side-scrolling levels that test the player's platforming skills.

- Designed levels with a variety of obstacles, traps, and enemies to keep the gameplay engaging and dynamic.
- Ensured a progression of difficulty as players advance through the game, offering a rewarding experience.
- Carefully curated an audio experience to complement the game's whimsical theme and adventurous gameplay.
- Added background music that matches the mood of each level, creating an immersive atmosphere.
- Utilized sound effects for character actions, environmental interactions, and enemy encounters to enhance the player's engagement.
- Created user-friendly menus with smooth transitions and clear icons for easy navigation, enhancing the player's experience.
- Distinguished between indoor and outdoor environments, each with its unique visual and gameplay elements.
- Ensured that the game's art and level design reflected the transition between these settings, contributing to the game's storytelling.
- Integrated in-game dialogue to develop the story and characters, adding depth to the narrative.
- Provided players with choices and consequences in dialogues, allowing them to influence the game's outcome.
- Implemented character interactions through dialogues to create an emotional connection between the player and the jaded knight.

Link: <https://jrh89.itch.io/the-knight-life>

'Hooker Hill Studios' - Freelance Services

- Created custom and detailed 3D models tailored to specific project needs.
- Demonstrated expertise in developing architectural designs, product prototypes, character models, and more, translating ideas into 3D visualizations.
- Crafted captivating video animations with the use of Blender and Unreal Engine 5.
- Showcased an expert ability in producing engaging animations for marketing, product demonstrations, storytelling, and character animations.

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