

Aaron Hobgood

Game Developer

Contact

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LinkedIn

<https://www.linkedin.com/in/aaron-hobgood-41818516a/>

Itch.io

<https://snakiestgoose.itch.io/>

Portfolio

<https://snakiestgoose.github.io/>

Skills

Documentation Writing

Game Engines (Unreal, Unity)

Management

Organizational Skills

Scripting Experience

Scripting Languages

- Blueprints
- C / C# / C++

Verbal Communication Skills

Interpersonal Skills

Objective: To collaborate and solve challenges in a creative and effective manner.

Summary: I enjoy creative problem solving and having an array of different projects and challenges and would excel in a collaborative environment on which your company prides itself.

Experience

2018 - 08 –
Current

Retail Sales Specialist

REI Co-op, Winter Park, FL

- Operate the registers and handle exchanges, returns, regular purchases, and questions about the Co-op and our products.

2018 – 07 –
2018 – 12

Video Production Intern

Fleet Farming, Orlando, FL

- Helped in the production and editing of media that went through Fleet Farming.

Projects

- Developed **Drifting Away** during Melrose Game Jam 2019 using 19 scripts written in C# and using Unity 2019.
- Supported the programming of **Space Robots** during the Indie Galactic Space Jam 2019 using Blueprints and Unreal Engine
- Programmed a force field mechanic and varying modes and UI to a **Space Shooter Project** in my Computer as a Medium class

Education

2017 – 08 –
Current

Bachelor of Arts: Interdisciplinary Studies, Minors in Computer Science and Digital Media

University of Central Florida – Orlando, FL

Coursework Game Design, Computer as a Medium, Client-Side Scripting

Clubs UCF Lead, UCF Quidditch & UCF Climbing

Interests & Hobbies

Participating in local and online Game Jams

Practicing Front End Web Development

Dungeons and Dragons