Content Pages Assignment

1. Audience: Employer
2. Game Projects
3. Through college, I took my first game programming class as part of my digital media class the beginning of my 4th year. I soon discovered a passion for game developing and programming and began to reach out beyond my educational projects and participated in game jams and making personal projects. Here are a few of the projects I have worked to be a part of including Indienomicon’s Indiegalactic Space Jam 2019 in Orlando, the Melrose Game Jam 2019 and an education project modified space shooter.

The classes that I have taken at UCF include Game Design and Computer as a Medium where I created games in Unity and learned about the creation and design process through physical prototypes. Through the Computer as a Medium course, I learned C# for game programming and built foundational skills in Unity, this is also where I made the Space Shooter Modification project linked below to a sample portfolio I made. Through other projects and tutorials I learned the basics of Unity and continue to grow those skills through practice and LinkedIn Learning. I also helped many other classmates and would tutor them on Unity and programming outside of class.

The Game Jams I have participated in were a way to develop real world experiences over the course of a weekend. The Intergalactic Space Jam in Orlando was my first game jam and I was able to experience the game design process from start to finish using the Unreal Engine with a team of 6 developers with varying experience and expertise. I was able to learn about agile practices through scrum and have since developed agile practices through my own work and LinkedIn Learning. The Melrose Game Jam provided another opportunity to develop my skills as a developer where I took on the project as a duo with myself and my wife. She aided in the design and asset creation process while I developed the project in Unity and did all of the programming.

1. Artifacts:
   1. <https://snakiestgoose.github.io/projects/SpaceShooter.html>
   2. <https://snakiestgoose.github.io/projects/DriftingAway.html>
   3. <https://snakiestgoose.github.io/projects/SpaceRobots.html>
2. Audience: Employer
3. Web Projects
4. I first took a web programming class as part of my digital media minor covering just basic html and web interactivity. Currently I am in a client-side scripting class where I am continuing to develop my development skills. I also regularly take LinkedIn Learning courses where you can see the badges I have earned at the link below. I have also worked on personal projects where I made a simple portfolio site to hold some of my projects.

Through my education I have created web-based games from simple HTML and CSS that were text adventures, interactive web pages using the DOM, and have created forms. Through my client-side scripting class I have been able to further work on my JavaScript and improve my HTML and CSS. This class has also helped me to learn how these languages work together better.

As a personal project I have begun developing a mockup portfolio website using GitHub as a host (linked below). The site is entirely made using HTML and CSS to see how far I could go without adding a script. As personal projects and from some of my courses I have continued my education through online programs such as LinkedIn Learning. There you can find any certifications I have received from that including a JavaScript foundations class.

1. Artifacts
   1. <https://snakiestgoose.github.io/#home>
   2. <https://students.cah.ucf.edu/~novatnak/dig3716c/labs/lab_11/>
   3. <https://www.linkedin.com/in/aaronhobgood/>