

Jared Anderson

SOFTWARE ENGINEER

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Software Engineer Summary

- Experienced in several programming languages with over 4 years of experience in software development and knowledge of computer science concepts like procedural programming, object-oriented programming, algorithms, and data structures
- Adapted to learn several different forms of technology such as Unreal Engine 5, Godot, ASP.NET, Microsoft Azure, Microsoft SQL Server, REST APIs, and C# in a short amount of time
- Created multiple game engine projects with Unreal Engine 5, Godot, Unity, and PyGame
- Worked with several diverse teams to create innovative and creative applications

Experience

Web Developer Intern September 2023 - Present
Eagle Eye Produce

- Utilize HTML, CSS, JavaScript, WordPress, and Beaver Builder to build professional and eye-catching webpages
- Create company forms and workflows using Laserfiche Forms

Indie Developer July 2023 - Present

- Developed a 3D horror game using Godot and Blender
- Published the finished game on itch.io and received over 1,000 downloads within the first month
- Listened to player feedback and made changes and updates to improve the quality of the game

Play Tester May 2023 - July 2023

- Participated in an open beta test for Street Fighter 6 and a closed beta test for RoboCop: Rogue City
- Documented and reported bugs and glitches to help improve the final product

Godot 2D Platformer Project April 2023 - May 2023

- Designed a platformer prototype with character movement, breakable objects, collectibles, enemy AI, an attack system, and a save system

Unreal Engine 5 RPG Project January 2023 - March 2023

- Expended over 200 hours learning about and implementing common game mechanics in Unreal Engine 5 with C++, Blueprint, and Visual Studio 2022
- Implemented vectors, rotators, trigonometry, inverse kinematics, game physics, rigging, animation, collision detection, and enemy AI
- Found creative solutions to difficult challenges through online documentation, developer forums, and Visual Studio's debugging tool

Team Lead September 2021 - December 2021

- Collaborated with a group of 4 people over a 4-month agile development period to build a math game in Python with PyGame
- Led and planned group meetings to inspire and ensure overall team progress
- Took charge of presenting team progress during bi-weekly project demonstrations

Education

Bachelor of Science (B.S) - Software Engineering April 2019 - December 2023
Brigham Young University-Idaho

Skills

