Jared Anderson

(208) 403-3457 | jared_s_anderson@outlook.com | LinkedIn | GitHub | Portfolio

SUMMARY

Software engineer with over 2 years of experience in game development. Proficient with Unreal Engine 5, Godot, and Unity.

SKILLS & ABILITIES

- **Game Engines:** Unreal Engine 5, Godot, Unity
- **Programming Languages:** C++, C#, Python, JavaScript, PHP, Java, Lua
- **VR/AR:** Basic understanding of Unity XR

RELEVANT EXPERIENCE

Game Tester — May 2023 – May 2024

- Conducted comprehensive testing for major game titles, meticulously identifying and documenting an average of 10 bugs per testing session, enhancing product quality
- Contributed feedback and insights during beta testing phases for high-profile titles like *Street Fighter 6*, *RoboCop: Rogue City*, and *Marvel Rivals*, aiding in gameplay mechanics and balancing
- Proposed future gameplay features based on testing experiences

Web Development Intern — September 2023 – December 2023
Eagle Eye Produce, Idaho Falls, ID

- Developed 8 new web pages using HTML, CSS, JavaScript, and WordPress
- Revamped 21 existing web pages to enhance the user experience and implemented 4 new forms and business processes, resulting in a 10% increase in viewership
- Proactively led 85% of progress meetings with the marketing department, ensuring transparent communication and timely project updates
- Optimized web pages and forms, resulting in a 30% increase in responsiveness across various devices

EDUCATION

Bachelor of Science (BS) – Software Engineering — April 2019 – December 2023
Brigham Young University-Idaho, Rexburg, ID

- Graduated Magna Cum Laude with a 3.98 GPA

PROJECTS

Unity VR Game – Amidst the Cosmos (In Development) — June 2024 – Present

- Developing a VR spaceship exploration game utilizing Unity's XR toolkit

Godot 3D Horror Game – The Bunnyman — July 2023 – August 2023

- Developed and published a 3D horror game across multiple platforms, achieving over 1,200 downloads and a 92% user satisfaction rating
- Crafted 3D models for the main antagonist and various assets across 8 levels, ensuring visual consistency throughout the game world

Unreal Engine 5 3D RPG Prototype — January 2023 – March 2023

- Designed and built an open-world RPG prototype using Unreal Engine 5, showcasing proficiency in C++ programming and Blueprint scripting

Python 2D RPG Math Game — September 2021 – December 2021

- Led a collaborative team effort to develop a Python RPG math game using the PyGame framework, fostering teamwork and project management skills in an agile development environment

OTHER ACCOMPLISHMENTS

Game Jam Participant — October 2023 – Present

- Regularly participate in game jams to explore innovative game development techniques and stay current with industry trends

Electronic Arts Software Engineering Virtual Experience Program on Forage — May 2023

- Proposed a new feature for the Sims 4 and wrote a feature proposal describing it to other stakeholders
- Built a class diagram and created a header file in C++ with class definitions for each object
- Patched a bug fix and optimized the Sims 4 codebase by implementing an improved data structure