

Jared Brooks

12633 Memorial Drive, 51 ♦ Houston, Texas ♦ (832) 359-9677 ♦ jaredpbrooks99@gmail.com

WEBSITE PORTFOLIO: *JAREDBROOKSDESIGN.COM*

EXPERIENCED DEVELOPER professionally known for having strong analytical and organizational skills. Skilled with international game design (Russia, Norway, Germany), level design, and environment art. which has been an opportunity for me to express my ability to be efficient and professional while under pressure. Skilled in creating and maintaining collaborative working relationships, providing concise communications to project director by deadlines and mentoring peers.

Professional Skills

- | | | |
|-----------------------------|------------------------|---------------------------|
| ■ Sense of Professionalism | ■ Data Table Analyzing | ■ Unreal Engine |
| ■ Excellent Documentation | and Structure | ■ CryEngine |
| ■ Writing | ■ Autodesk 3ds Max | ■ Works Proficiently in a |
| ■ Efficient Time Management | ■ Google Sketch Up | Team |
| ■ Competent Communication | ■ KPI Analyzing | ■ JIRA/Confluence |
| ■ Skills | ■ Extensive Layout | ■ Autodesk Mudbox |
| ■ SVN Networking | Drafting Experience | ■ Adobe Creative Suite |
| ■ Microsoft Office | and Skill | |

Professional Experience

Vescor Games

08/2013 – Present

Game Designer/Lead Level Design

- Propose game play elements and implement them into a finished product including levels, characters, environment, etc.
- Maintain international relationships with fellow developers in creating new game designs.
- Collaborate with concept artists to recreate sketches from a 2D format to 3D format.
- Direct a small team of Designers to effectively and efficiently create world-spaces for specific projects.
- Work to meet tight deadlines for projects, while also keeping a high standard representation of the product or environment.
- Optimize project files for performance purposes.
- Properly seek and fix design errors in projects, this mostly being in Unreal Engine 4.
- Maintain a neat and well written series of Documents pertaining to the specific project, before, during, and after production.

QA Tester/Team Management

- Ensure gameplay is running accordingly
- Organized a small team of fellow developers to properly test, find, and execute existing bugs in the system. All ranging from code-based bugs, down to simple faulty references in the asset database.
- Maintained a collaborative board of milestones, debugging tasks, error assessments, and focus-tests for team members to reference before, during, and after a designated project.
- Confirmed the project Subversion (SVN) kept a clean and functioning structure after making edits to the specified folders and/or project files.
- Wrote various assessments for recently implemented assets. This could range from simple documentation explaining said asset or function in the game, to an overall explanation of how the asset/function was conceptualized, created, and implemented in accordance to the project.
- Collaborated amongst fellow Team Members as to how certain elements of the project could be tweaked or utterly changed to suit the playability of the product.
- Analyzed Server Data, Gameplay Data, and Asset Data for the project. The information was then translated onto an organizational board for future debugging and repairing.

Bedrock City Comics

09/2014-Present

Sales Associate/IT Support

- Maintained a clean and well-organized environment for customers.
- Worked extensively in an inventory database to ensure items were well stocked and correctly priced.
- Created various displays and ways to make merchandise look appealing for customers.
- Answered phone calls from customers or other stores looking for information regarding items, store policies, and other various concerns.
- Collaborated with customers to ensure high quality service.
- Fixed problems regarding the POS systems software or hardware when prompted.
- Ran software and hardware maintenance on systems in the store.
- Used knowledge of computers to determine an inoperable part of a Computer system, then properly replaced the part in the quick timing required to continue store operations.
- Often times managed a team of fellow employees to complete a designated task.
- Comprehended a vast array of information regarding anything pop-culture.