



Skywind Application

TESRenewal Username: jaredbrooks99

Country of Residence: United States

Timezone: UTC -06 (Central Time)

Interested in: Landscaping, Voice Acting

Level of Commitment: Highly active

Skills and Experience: Here is a cut from my resume...

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 worldspaces 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 codebased bugs, down to simple faulty references in the asset database.

- Maintained a collaborative board of milestones, debugging tasks, error assessments, and focustests 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.

Proof of Skill(s): <http://jaredbrooksdesign.com/home-shift/#intro>

Proof of Skill(s): <https://www.youtube.com/user/jaredbrooks99>

Proof of Skill(s):