

Jerrod Vester

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Games Working On / Finished

SMRJ Does a Hero Shooter

FPS multiplayer

- Designing a first person shooter game that is based on comic book heroes that one of my best friends in middle school created. Included several characters including an alchemist, speed hero, werewolf, and lastly a man who can duplicate himself.
 - **3 Sub State machines:** I currently only have the alchemist up and running, and I wanted him to be able to throw two different potions from each hand with whatever timings you want, so I needed 3 state machines. One for the right hand, one for the left hand, and one for the movement.
 - The Duplicating hero is going to use two top down cameras where you can control two people at once.
 - Werewolf is going to focus on a gage you want to keep up to stay in the werewolf form.
 - Created all models, animations, music, sound effects, and code.

FiVe s'hIft masters

Third person Adventure

- This is the first game that I started, and I really wanted a Smash Bros feel but in 3d. you are able to do different attacks based on whether you are standing still, walking, or running, based on whether you are on the ground or not, and whether you do an up attack, normal attack, or a shift attack (only one attack for shift attack and needs to be unlocked first).
 - **Combo Focused:** Each weapon has a total of 13 attack animations that you can choose from to do your combos in. All enemies when they attack choose how many attacks they are going to do in the combo (higher difficulty, higher amount of attacks) then the enemy chooses one of the premade combos I have given.
 - **Enemy Range Attacks:** there are certain enemies that can do range attacks, and they take the players current velocity and accurately shoot to where the player is going to be based on the velocity of the projectile, the distance of the player, and the velocity of the player.
 - **Demo On Steam:** https://store.steampowered.com/app/3537640/FiVe_s'hIft_masters/
 - Uses a state machine for all movements and attacks.
 - Created all models, animations, music, sound effects, and code.

Crystal of Death Reflection

First person Adventure

- This game is a trap based dungeon crawler that includes a unique aspect where if you died a replay of your death would occur and you were given the opportunity to prevent your past death, restarting you where you died if you succeed.
 - **Time Management:** This game was made for a game jam and only had a week to complete it, the game jam's theme was reflection. To complete the game in time it required a fast turn around for the creative and design portions. Since I had a short amount of time I did use some things from FiVe s'hIft masters including the sound effects, the arrow, and the music.
 - **Game on Itch:** [//thdbeast.itch.io/crystal-of-death-reflection](http://thdbeast.itch.io/crystal-of-death-reflection)
 - The hardest part that I spent the most time on that still goes crazy sometimes is the rag doll, I'm pretty sure that the problem is too big of hitboxes on the player that would sometimes turn on inside of each other which caused them to shake and get stuck inside each other.
 - Created all models, animations, music, sound effects, and code.

EDUCATION

Linn Benton Community College

Attended general studies classes

2023 - 2024

Albany, Oregon

Crescent Valley High school

Highschool Diploma

2023

Corvallis, Oregon

CERTIFICATIONS, SKILLS & INTERESTS

- **Technologies:** Unity; C#; Blender; MuseScore; Audacity;
- **Skills:** Hard worker; Great team player; Problem solving; Detail oriented; Time management; Determined;
- **Interests:** Guitar; Frisbee; Overwatch; Darksouls; Celeste; Beyond All Reason;