

Jacob Navarro

Unreal Engine game developer

EDUCATION

ROC — Video Game Design

Bakersfield CA

Learned the basics of UE4, blueprints, and how to design games that are successful and enjoyable

EXPERIENCE

Mutant Ops — *Solo Developer*

- First person multiplayer zombie shooter
- Front page of Steams free section
- Over 40k players
- Very positive steam reviews (84% positive)

Amazon Games — *Game AI Developer*

- Created and designed enemy AI
- Worked with a team of 40+ people
- Conceptualized changes and mechanics
- Created core AI systems for designers

Grassrootz Studio — *Game Developer*

- Multiplayer tactical FPS
- Design mechanics and gamemodes
- Implement gameplay mechanics
- Improve/fix gameplay systems

REFERENCES

Greg Wondra

gregwondra@gmail.com

(805)300-5265

SKILLS

UE4

Blueprint

C++

Multiplayer

Game design

AI

UI

Gameplay Ability System

AWARDS

1st place game design final

My final project for ROC was judged as the best made game out of 30 others