

JACOB HEBERT

Game Designer

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Cape Girardeau, MO

SUMMARY

Team-minded and highly motivated Game Designer with years of educational game development experience. Outgoing and friendly with a strong drive to succeed. Looking for opportunities that involve working with teams of open-minded professionals and innovative game projects.

EXPERIENCE

Tech Artist

Big Grin Productions

07/2022 - Present

- Learned about the traditional animation process and how the pipeline works.
- Did basic FX work for multiple shots in the film.
- Set up and managed all the sequences for the film.
- Set up and managed all cameras in sequences for the film.
- Set dressed multiple scenes and fixed any bugs that popped up.

Game Engines

Unreal Engine

2016 - Present

- Proficient in Unreal's blueprint scripting and engine mechanics.
- Worked on game projects touching on multiple genres and mechanics.
- Developed projects from scratch, implemented many different game mechanics.
- Have partnered with others to polish and complete group projects.
- Worked with existing systems and polished or expanded on them for smoother gameplay.

Unity

2017 - 2021

- Basic understanding and skills in scripting.
- Worked on many projects focusing on 2D design.
- Heavily focused on level design and UI design.

EDUCATION

Bachelor of Culture and Arts, Game Design

Academy of Art University

09/2016 - 07/2022 San Francisco, CA

SKILLS

Game Dev Skills

Unreal Engine

Unity

Game Design

Game Development

Troubleshooting and Testing

C++

Perforce

3DS Max

REFERENCES

Mark Girouard

markgamedesign@gmail.com

Toby Cochran

toby@biggrinproductions.com

Adrian Ochoa

adrianangel.ochoa@gmail.com

AWARDS



Academy of Art University Spring Show

1st place in level design for my Only Us game.

FIND ME ONLINE



LinkedIn

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Portfolio Website

www.jacobgamedev.com/