

# Jordan Hubbard

Game Designer & Programmer | (949-439-7956)

Portfolio: [jordanhubbard.me](http://jordanhubbard.me) | [jordanhubbarddev@gmail.com](mailto:jordanhubbarddev@gmail.com)

## SKILLS

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**Programming languages:** C++, C#, Python, Java, JavaScript, HTML/CSS

**Software:** Unreal Engine, Unity, GitHub, Blender, Figma

**Mathematics:** Linear Algebra, Trigonometry, Calculus

## EDUCATION

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**Pepperdine University** | Malibu, CA

Computer Science

- GPA: 3.77

### Relevant Coursework

- Data Structures (C++)
- C++ Programming
- Computer Organization/Assembly Language
- Intro to Python
- Java Programming

## PROJECTS

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### Hookwinked (2025)

- Designed a gameplay loop that balances survival, skill progression and escalating threats
- Programmed an AI movement system in C# with obstacle avoidance for realistic navigation

### Moo Moo Madness (2024)

- Created an online, two-player party game in Unreal Engine with blueprints and C++
- Programmed a melee combat system with networked hit detection and synchronized animations

### The Museum Heist (2023 – 2024)

- Programmed AI with patrol routes, responsive detection mechanics, and a behavior tree system
- Designed level layouts featuring strategically placed security cameras, patrolling guards, and environmental elements to facilitate player navigation and decision-making

## WORK EXPERIENCE

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### Dog Walker, Wag! (2022 - Present)

- Ensured the safety of pets during walks and followed specific care instructions provided by owners
- Consistently arrived on time for scheduled walks, providing reliable service to pet owners