



## WORK EXPERIENCE

---

### **Freelance Creative Developer, Freelance, May 2020 - Current, Brooklyn, NY**

- Created Promotional Material for Literary Publications, Musicians, and Creative Studios
- Developed VR solutions for games
- Creative Realtime visuals for live events and art experiences
- Created Realtime Audiovisual work for musical artists
- Edited videos for Creative Studios and Musicians
- Developed and utilized IT solutions

### **VR Game Developer/Community Manager, YUR Inc., Jan 2022 - Aug 2023, Los Angeles (Remote), CA**

#### VR MISC Development:

- VFX design/implementation
- Gameplay Mechanics
- Environment design/implementation
- Leveraged AI Technologies for game development
- Art Directed several iterations of the game
- Cross-team collaboration (working with artists, engineers, designers)
- Problem-solving under deadlines (meeting launch goals, resolving game-breaking bugs)

#### VR Audio Development:

- SFX Implementation/Design
- Music System Implementation
- UI Sound Implementation
- Metasounds R&D

#### VR UI Development:

- 2D UI Implementation
- 3D UI Implementation

#### Community Management:

- Engaged with the Discord members on a daily basis
- Generated engaging content and conversation starters to boost engagement
- Scheduled, promoted, and hosted live Virtual Events with members
- Moderated content and discussions within the Discord Channels

### **3D Printing Technician, Funny Face Bakery, Jul 2021 - Jan 2022, Brooklyn, NY**

- Created 3D Printing solutions for the entire company.
- Utilized the Adobe Creative Suite and 3D Modeling technologies.
- Utilized Prusa 3D Printing Software and Hardware to create usable 3D printed kitchenware.
- Kept work area organized and clutter-free.
- Worked well with different people to address challenges and solve problems collaboratively.
- Finished tasks and job duties, adhering to deadlines.

**Developer/Educational Technologist, Pratt Institute** , Jun 2019 - Jul 2021, Brooklyn, NY

As a developer:

- Worked in Wordpress Development
- Integrated Canvas LMS
- Implemented Wiki with extensions
- Worked with AI and ML Technologies
- Worked with Microsoft Office Suite
- Researched emerging technologies to be implemented
- Implemented new technologies and provided onboarding help
- Provided troubleshooting and problem solving services for many different technologies
- Led small development teams

As a VR/AR/XR Researcher:

- Ran and managed a STEAM makerspace for a higher education institution
- Created teaching materials related to XR in the classroom for higher education
- Conducted workshops to implement VR/AR technologies to the classroom
- Created VR/AR projects to teach skills to higher education professionals

## SKILLS

---

- **Programming:** C++, C#, Blueprints
- **Game Development:** Gameplay Systems, UI/UX, Audio Development, Animation Systems, VFX
- **Tools & Workflow:** Perforce, Git, Agile/Scrum, Jira, Source Control
- **Game Engines:** Unreal Engine, Unity
- **Rendering & Graphics:** Shader Programming , Material Creation, Lighting & Post-Processing
- **XR Development:** VR/AR/XR, Spatial Computing, Motion Tracking

## PROFESSIONAL SUMMARY

---

Passionate **Game Developer and Creative Technologist** with expertise in **Unreal Engine, Unity, and C++/C#** programming. Specializing in **Audio Development, gameplay programming, real-time 3D development, and interactive experiences**, I have a proven track record of designing and implementing **engaging gameplay mechanics, Audio Systems, and optimized asset pipelines**. Skilled in **Blueprints, material creation, physics simulation, and procedural generation**, I excel at building **high-performance, visually stunning experiences across VR, AR, XR, and traditional gaming platforms**. Adept at **profiling and performance optimization**, ensuring smooth rendering, **animation systems, and UI/UX implementation**.

Experienced in **cross-disciplinary collaboration, Agile/Scrum development, and version control (Git, Perforce)**, I thrive in **fast-paced environments**, integrating **gameplay systems, VFX, audio design, and interactive storytelling** to push the boundaries of **immersive and interactive entertainment**.

**Portfolio:** <https://www.jaredlynchart.com/>

## EDUCATION

---

