ABOUT ME

I'm a passionate developer who has a love for creating levels, telling stories, and delivering compelling experiences for the player.

CONTACT

@ Jdoggbr@gmail.com

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🌐 **Game Dev Portfolio**

Omaha, NE

JONATHAN HAILE

I have always known that the game industry is where I belong. After three years working in diverse professional environments, including a Nursing Staffing Agency and a Stockbroker firm, I made the leap to pursue my true passion by earning a degree in Game Design and Animation.

While getting my degree I learned by doing, releasing my own games on Steam and Itch.io which ignited my enthusiasm for level design, environmental art, and creating engaging player experiences. Developing games in Unreal Engine and various level editors has allowed me to embrace the basics of multiple roles—programmer, designer, director, writer, editor, artist, tester, marketer, and more. Each day faced me with a new challenge that I overcame, fueling my growth and commitment to the craft.

When I'm not developing my own games, I dive deeper into the industry by practicing 3D modeling, analyzing game mechanics through extensive critique writing, staying informed via industry podcasts, and most importantly playing games. Video games truly are my lifeblood, I never want to stop making them, playing them, or talking about them. My goal is to create memorable experiences for players, much like those that have inspired me.

Thank you for considering my application. I look forward to the opportunity to discuss how I can contribute to your team.

Sincerely,

Jonathan Haile

JONATHAN HAILE

VIDEO GAME DESIGNER

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GAME INDUSTRY EXPERIENCE (*SEE PORTFOLIO FOR MORE INFO*)

Project Elysian

Unreal Engine 5 — Work in Progress

- My current project in development. An action RPG that tells the story of a spirit guide and focuses on mental health. See my portfolio for all features and the latest Dev vlog.

Sim Solver

Unreal Engine 5 — 2024 — Published on Steam

- My first full-fledged game, developed solely by me you play as a Debugging software deployed into various Simulations to destroy the viruses and stabilize the system. Gameplay involves first-person shooting, puzzle solving, platforming, and other challenges throughout 8 complex and varied levels. The entire development is detailed through a series of dev vlogs.

UNSC Orbital Training Ground

Halo Infinite Forge — 2023 — Halo Infinite Map Browser

- A multiplayer map built using Halo Infinite's Forge tools that went through the process of grey boxing the map and then built into a finished product. It's a medium-large arena map that prioritizes a 3-lane layout suitable for most base game modes in Halo Infinite.

A Mind Game, Cyberscape, & Cyber Myth

Unreal Engine 5 — 2023 — Published on ITCH.IO

- A collection of projects created to learn Unreal Engine and grasp the basics of making a game. The projects cover 3rd person, first-person, and 2D-pixel perspectives with experiences varying from shooting, platforming, exploration, narrative, and more.

PROFESSIONAL EXPERIENCE

National Accounts Administrative Assistant

Medical Solutions — Nov 2021-April 2023 — Omaha, Nebraska

- Managed a team of 18 people's national accounts to ensure work was done accurately and on time. Then created contracts with hospitals for our traveling nurses by utilizing various complex systems and vendors, while acting as a communicative force between both parties.

Financial Representative

TD Ameritrade — August 2021- October 2021 — Omaha, Nebraska

- Worked on the phones and gave callers updates on stocks, helped transfer them to stockbrokers for trades, and provided support with 100s of customer support issues they might be experiencing

Host/Busser/Server/BarBack

Firebirds, Steak & Grapes, Texas Roadhouse, Barnato — June 2018 - Current — Omaha, Nebraska

- Cultivated and managed the entire front-of-the-house experience, maintained reservations, seated guests, cleaned tables, took and put together orders, ran the food line, served, tracked all stock, and crafted cocktails

EDUCATION

Metropolitan Community College/
Associate Degree in Game Design (2025)

GAME DEV SKILLS

- UNREAL ENGINE 5
- LEVEL DESIGN
- GAMEPLAY ENCOUNTER DESIGN
- GAME DESIGN DOCUMENTS
- ENVIRONMENTAL LANDSCAPING
- BLENDER 3D MODELING
- C++ BLUEPRINTS
- GAME JOURNALISM

BUSINESS SKILLS

- PROCESS INTEGRATION
- MANAGEMENT
- TEAM BUILDING
- ACCOUNTING
- SALES
- DATA ENTRY
- CUSTOMER SERVICE