




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

 [Game Dev Portfolio](#)

Omaha, NE



JONATHAN HAILE

I have always felt a strong connection to the game industry. After spending three years in various professional environments, including a nursing staffing agency and a stockbroker firm, I decided to pursue my true passion by earning a degree in Game Design and Animation.

During my studies, I focused on hands-on learning, releasing my own games on Steam and Itch.io. This experience ignited my enthusiasm for level design, environmental art, and creating engaging player experiences. Working with Unreal Engine and various level editors has allowed me to explore multiple roles—programmer, designer, director, writer, editor, artist, tester, marketer, and more. Each day presented a new challenge that I embraced, fueling my growth and commitment to the craft.

When not developing my games, I dive deeper into the industry by practicing 3D modeling, analyzing game mechanics through extensive critique writing, staying updated with industry podcasts, and, most importantly, playing games. Video games are my lifeblood, and I am dedicated to making, playing, and discussing them for years to come. I aim to create memorable experiences for players that reflect the inspiration I have drawn from my gaming journey.

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

Sincerely,

Jonathan Haile

JONATHAN HAILE

VIDEO GAME DESIGNER

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Jdoggbr@gmail.com

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[Game Dev Portfolio](#)

GAME INDUSTRY EXPERIENCE (SEE [PORTFOLIO](#) FOR MORE INFO)

Project Elysian

Unreal Engine 5

Work in Progress

- My current project, is 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](#)

- A full-fledged game, developed 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 in Halo Infinite, I went through the process of grey-boxing the map and built it 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. Projects cover 3rd person, 1st 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. Created contracts with hospitals for traveling nurses utilizing various systems and vendors, while acting as a communicative force between 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

- I've worked in all roles in the food service Industry which has allowed me to develop great people skills and flexible talents that can be applied to any work environment

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