Edward Hager

Address: Baltimore, Maryland | Email: egbh68@gmail.com or edward.hager@ubalt.edu |
Portfolio Website: https://edwardhager.wixsite.com/website

Executive Summary

Student at the University of Baltimore, currently in my senior year. Studying video game design: programming, 3D modeling, audio design and world building. Skills in Unity, object-oriented programming, Audacity, various audio editing software, Photoshop, Illustrator, and Maya.

Skills & Abilities

MANAGEMENT AND LEADERSHIP

· Led multiple teams in the creation of different educational projects. Projects led to the creation and demonstration of early alpha gameplay mechanics. Both in digital form and in physical form.
· Designed a project used to assist in the ability for elderly people to use computers. The projects were designed as a system of online/downloadable and in-person tutorials for a multitude of skill levels.
· Authored and developed my senior project's blog (Beard of War). The site is designed to keep track of our development on a biweekly basis, bring together what the team accomplished, and show off assets.

COMMUNICATION

· Consistently and effectively communicate any concerns, ideas, or when tasks have been completed.
· Ability to demonstrate excellent written and verbal communication skills in a multitude of settings, both professional and unprofessional.

DEVELOPMENTAL

· Capability to problem-solve and think at a logical level with attention to detail.
· Capacity to integrate new or updated technology into my work/life.
· Ability to demonstrate a working knowledge within Unity; creating scripts, adding assets, implementing audio, and working with objects. Along with two years of experience working in Unity.
· Experienced in C#, and Python.
· Experienced with using audio software such-as Wwise, Audacity, Abelton Live, Adobe Audition, Bosca Ceoil, and Pro Tools.
· Intermediate skill with computer software, including but not limited to: Adobe Photoshop and Illustrator, Microsoft Office and Windows, LibreOffice, and Open Office.
· Introductory experience with Mac OS and Linux, including usage of the terminal and command implementation in Linux.
· Intermediate skill with computer hardware and the construction of personal computers.

Education

B.S., MAGNA CUM LAUDE | EXPECTED DATE: SPRING 2019 | THE UNIVERSITY OF BALTIMORE

· Major: Simulation and Game Design

Projects

· Student Project "Beard of War" (Sound Designer) – Unity, Audacity, Adobe Audition – 5-person team
· Student Project "Ghost Town" (Lead Designer, Projectile Programmer) – Unity, Monodevelop – 5-person team
· Student Project "Midnight" (Lead Designer, Programmer, Audio Designer) – Unity, Monodevelop, Audacity – Solo Project

Experience

STOCKER/CLEANER| 7-ELEVEN | JANUARY 2014-JUNE 2014

· Stocked the shelves and coolers.
· Cleaned both inside and outside of the store.
· Served and cooked food for customers.
· Took inventory.

PREP-COOK | SPARROW'S POINT COUNTRY CLUB | JUNE 2013-FEBRUARY 2014

· Cooked professionally for many events including weddings, ceremonies, holiday events, and restaurant customers.
· Trained and mentored under executive chef Doug Wilson.