

Jared Clark

Social Media & Product Manager

📍 South Africa

📞 0844073059

Skills

Technical Skills:

- Programming Languages: C#, Delphi, learning C++
- Game Engines: Unity, Unreal Engine 5
- Software: Photoshop, Figma, Krita, Canva
- 3D Modeling: Blender
- Version Control: GitHub
- Microsoft Office: Word, Excel, Access, PowerPoint
- Website Languages: HTML/CSS, Flutter

Soft Skills:

- Problem-Solving
- Team Collaboration
- Project Management
- Time Management

Experience

Meander Commodities

2022 - 2023

Stock Taker

- Conducted inventory counts and managed stock levels, contributing to efficient supply chain operations.
- Worked with various departments to ensure accurate stock records.
- Developed strong attention to detail and organizational skills.

MyNursera

2024-Present

Social Media & Product Manager

- Results-driven professional with experience managing proxy servers, overseeing social media strategy, and leading product research and improvement efforts.
- Managing multiple social media accounts to drive engagement and brand awareness, and conducting competitive analysis to inform product development.
- Testing, evaluating, and enhancing digital products to improve user experience and performance.
- Proven ability to balance technical management with creative and strategic thinking.

Projects

Celestial Wanderers

June 2024 - July 2024

Game Designer

- Collaborated with a team of 2 to design and develop a 3D game as part of a course project.
- Focused on level design, coding game mechanics, and optimizing performance.
- Presented the final product to the class, receiving positive feedback for creativity and execution.

Cursed Catacombs

08 April 2025 - 12 April 2025

UI/UX Designer & Level Designer

- Designed and implemented core UI/UX elements to ensure intuitive gameplay and immersive user interactions.
- Developed engaging level layouts that balanced challenge and pacing, enhancing player retention and flow.
- Integrated sound effects (SFX) to heighten atmosphere and reinforce game feedback, contributing to a cohesive audio-visual experience.
- Collaborated closely with a small team in a fast-paced, iterative development cycle.

Client Care

June 2025 - July 2025

Front-end Developer

- Designed and developed the complete front-end interface of a cross-platform insurance app using Flutter.
- Created responsive UI components for client management, profile viewing, and caller ID-style information display.
- Integrated dynamic screens for real-time lookup of medical and insurance data upon incoming calls.
- Engineered a clean, intuitive layout with tabs for creating clients, searching records, and showcasing user organization details.
- Contributed to logic handling and database connectivity for seamless UX across all features.

Education

IIE Vega University

2/20/2023 - 11/18/2025

Game Design and Development · Bachelors · GPA 3.3

- Comprehensive interdisciplinary program combining technical, creative, and theoretical foundations of video game creation.
- Gained hands-on experience in game programming, UI/UX design, 2D/3D art, level design, databases and sound integration.
- Developed proficiency in game engines (such as Unity/Unreal), version control, and agile development workflows.

- Coursework included game mechanics, interactive storytelling, software engineering, and user testing.
- Collaborated on multiple team-based projects simulating real-world game development pipelines from concept to launch.

High School Eldoraigne

1/17/2018 - 12/22/2022

Matric Certificate · GPA 3.2

Relevant Subjects:

- Mathematics
- English [First Additional Language]
- Afrikaans [Home Language]
- Accounting
- IT
- Computer Application Technology
- Life Orientation.