

Jasen Lee Harper

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[Github](#)

[Portfolio](#)

Experience

Rochester Museum and Science Center: *Sept 2021 - May 2022*

Developed game for an exhibit in the RMSC Strasenburgh Planetarium in Unity.

Xana Adhoc: *Jan 2021 - May 2021*

Designed and developed opening sequence and introduction / on boarding levels for the VR game Changeling in Unreal Engine 4.26.

Education

Bachelor of Science in Game Design and Development

Rochester Institute of Technology, Rochester, NY

Graduated 2023

Skills

Programming Languages: JavaScript, C#, Java

Markup / Style Sheets: HTML, CSS

Game Engines: Unity Game Engine, Unreal Game Engine

Projects

The Warlock's Pact: *Nov 2020 - Dec 2020*

Designed and developed main movement and interaction mechanics, designed and modeled map layout, designed and implemented UI.

TTRPG Random Character Generator: *Jun 2018 - Aug 2019*

Programming Javafx application used for generating random characters for tabletop role playing games.

Jams

Global Game Jam: *Jan 31 - Feb 2, 2020*

Designed and developed art for Moon Virus: Electrician, with a team of 4 people. Worked on 2D assets.

Jam For a Cause: *Nov 15 - 16, 2019*

Designed and developed the game TypeRighter with team Think Tank. Worked on game design, level design, and UI development.