Jasen Lee Harper

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[Github](#)
[Portfolio](#)

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

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.

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.