Jasen Lee Harper

Email: jlhgamedev@gmail.com
Phone: (607)-351-6170
GitHub: https://github.com/JLHGD
Portfolio: https://jlhgd.weebly.com

Objective   Seeking a software development co-op for Fall 2020 or Spring 2021.

Education   Rochester Institute of Technology, Rochester, NY
Bachelor of Science in Game Design and Development, Graduating 2022
GPA: 3.230

Skills   Software Experience:

    Programming Languages:
- C++
- Java
- C#

    Markup / Style Sheets:
- HTML
- CSS

    Game Engines:
- Godot Game Engine
- Unreal Game Engine
- Unity Game Engine

Experience   Jam For a Cause: November 15 - November 16, 2019
Designed and developed the game TypeRighter with team Think Tank. Worked on game design, level design, and UI development.
Global Game Jam: January 31 - February 2, 2020
Designed and developed art for Moon Virus: Electrician, with a team of 4 people. Worked on 2D assets.

Projects   The Warlock's Pact (Academic): November 2020 - December 2020
Designed and developed main movement and interaction mechanics, designed and modeled map, designed and implemented UI.

Fantasy RPG Random Character Generator (Personal): June 2018 - August 2019
Programming Javafx application used for generating random characters for most tabletop fantasy role playing games.

Chroma Crusader by Team Group Name (Academic): February 1, 2019 - April 29, 2019
Designed some main features of the game, mainly with success and failure conditions. Developed controller class for states of game and game objects.