# Jasen Lee Harper

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**Objective**   Seeking a software development co-op for Summer 2021 or Fall 2021.

**Education**   4th year at Rochester Institute of Technology, Rochester, NY
Bachelor of Science in Game Design and Development, Graduating 2023
GPA: 3.380

**Skills**   Software Experience:
- Programming Languages:
  - C++ / C#
  - Javascript
  - Java
- Markup / Style Sheets:
  - HTML
  - CSS
- Game Engines:
  - Unity Game Engine
  - Unreal Game Engine
  - Godot Game Engine

**Work Experience**

Xana Adhoc: January 25 - May 8 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: November 2020 - December 2020
Designed and developed main movement and interaction mechanics, designed and modeled map layout, designed and implemented UI. Built in Unity 2020.

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

**Jams**   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. Built in Unity 2019.

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. Built in Unity 2019.