Jasen Lee Harper

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

Objective   Be hired for 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

GPA: 3.230

Experience   Jam For a Cause: November 15 - November 16, 2019
Designed and developed the game TypeRighter with team Think Tank, which was formed for the jam. Worked on game design, level design, and UI development.

Global Game Jam: January 31 - February 2, 2020
Designed and developed the art for the game Moon Virus: Electrician with a team of 4 people. Worked on all 2D assets except for the splash image on the game webpage, and any Unity primitives that were used as placeholder art.

Projects   Untitled Card Game (Personal Project): June 2018 - Present
Designing and developing a trading card game that is in the initial stages of testing. Main mechanics are almost complete, with 6 tests having been recorded on all major and some minor mechanics.

Fantasy RPG Random Character Generator: June 2018 - August 2019
Programming a Javafx application used for generating a random character for most table top, fantasy role playing games. Hiatus has been taken to focus on academics and other personal projects.

Chroma Crusader by Team Group Name (IGME 106): February 1, 2019 - April 29, 2019
Designed and developed for IGME 106 at RIT. Designed some of the main features of the game, mainly with success and failure conditions. Designed and coded a controller class for the states of the game and game objects.

Skills   Software Experience:
Programming Languages:
- Java (3 years)
- C# (1 year)
- C (6 months)

Markup / Style Sheets:
- HTML (2 months)
- CSS (2 months)

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Digital Art Programs:
- Pixelmator (5 years)
- Pyxel Edit (2 years)
- Blender (1 year)
- Krita (8 months)

Game Engines:
- Godot Game Engine (8 months)
- Unity Game Engine (4 months)