

Jasen Lee Harper

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GitHub: <https://github.com/JLHGD>

Portfolio: <https://jlhgd.github.io/Portfolio/index.html>

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

Education Rochester Institute of Technology, Rochester, NY
Bachelor of Science in Game Design and Development, Graduating 2022
GPA: 3.380

Skills Software Experience:
Programming Languages:

- C++
- Java
- C#

Markup / Style Sheets:

- HTML
- CSS

Game Engines:

- Godot Game Engine
- Unity Game Engine
- Unreal 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 layout, 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.