

Jaden Holladay

<http://jadenholladay.com> • 435.881.4520 • jadenholladay@gmail.com

Work Experience

Qualtrics

Software Development Engineer

Orem, UT

June 2019 - Present

- One of 8 engineers selected to oversee the development of Qualtrics's main product, used by governments, nonprofits, and over 80% of Fortune 500 companies.
- Active member of on-call team, resolving time sensitive incidents in 8 different datacenters across the globe.

Warner Bros Games / Avalanche

Software Engineer Intern

Salt Lake City, UT

September 2018 – June 2019

- Wrote efficient algorithms to analyze terabytes of log files to help directors make data driven decisions.
- Developed integration of BI services and created visualizations in Looker/Tableau.
- Worked on capturing, storing and organizing big data lakes in Amazon Web Services (AWS).

Octothorpe

Technical Director

Salt Lake City, UT

October 2015 – January 2019

- Asked to lead the technical direction of Octothorpe from professors at the University of Utah.
- Created *The Irregular*, a Sherlock Holmes VR experience, recognized as a top 5 finalist in The Department of Education's EdSim Challenge and awarded \$50,000.

Blerp

Lead Engineer

Salt Lake City, UT

April 2018 – November 2018

- Designed and implemented a horizontally scalable backend API with GraphQL used by thousands of clients across the world.

Atomic Jolt

Web Engineer

Logan, UT

July 2014 - October 2015

- Built a scalable web application to display and manage millions of products sold on Amazon.
- Worked directly with Amazon Web Services (AWS).

Education

University of Utah

Bachelor of Science, Computer Science

Salt Lake City, UT

Spring 2019

GPA: 3.4

- Entertainment Arts and Engineering Emphasis (<https://eae.utah.edu/>)
 - #3 ranked program in the nation as rated by Princeton Review.
 - Heavily focused on C++ and C languages in computer science classes.

Honors and Activities

Blizzard Entertainment Top Rated Mods

2014

- Created Two Top 10 Mods, BioDefense: Zerg Outbreak and Marine Arena II for Blizzard Entertainment's StarCraft II.

Adobe Student Feature

2015

- Featured in an Adobe article; "Jaden Holladay, developing limitless creativity".
- Worked with Adobe to create a film showcasing my talents as a student with Adobe Creative Cloud at the University of Utah.

Code to Success

2018

- Mentored high school students on learning how to code and be successful in the tech industry.

Programming Languages and Technical Skills

C++, C#, C, Python, TypeScript, Unity, Networking, GraphQL, Databases, Mobile, VR/AR/XR, AWS, Web, Big Data, Analytics