Jaden Holladay

🔗 jadenholladay.com

435.881.4520   holladaystudio@gmail.com

EDUCATION

UNIVERSITY OF UTAH | SALT LAKE CITY

Graduating May 2019

B.S. Computer Science

Entertainment Arts & Engineering Emphasis

TECHNICAL SKILLS

- C++, C, C#, Python, JavaScript, x86
- Networking Architecture (HTTP/TCP/UDP/IP)
- Scrum & Agile Development
- Linear Algebra, Calculus, Discrete Math
- Linux/Windows/macOS/iOS/Android

- Unity 3D, Unreal Engine
- Boost C++ Libraries
- Flux Architecture by Facebook
- Git & SVN
- Postgresql, NoSQL

- NodeJS, ExpressJS, GraphQL
- Visual Studio, Emacs, Atom
- Graphic Design
- User Interface/User Experience
- Adobe Creative Cloud

SELECTED PROJECTS

🔗 **BRANCHING NODE EDITOR | TECHNICAL DIRECTOR**
- Visual tool for game designers to build branching narratives.
- GraphQL/NodeJS Server.

🔗 **THE IRREGULAR | TECHNICAL DIRECTOR**
- Top 5 finalist in The Department of Education's EdSim Challenge.
- Virtual Reality Game built with Unity.

🔗 **ADOBE STUDENT FEATURE | STUDENT**
- Featured in a story; "Jaden Holladay, developing limitless creativity".
- Worked with Adobe San Francisco on creating a student video featured on Adobe Education.

🔗 **MARINE ARENA 2 | GAMEPLAY PROGRAMMER**
- Mod built for Blizzard Entertainments' Starcraft 2.
- Top 10 in popularity on Blizzard Entertainments' Starcraft 2 Arcade.

🔗 **NETWORKED SPREADSHEET | CLASS PROJECT**
- Created a Google Spreadsheet like program with a client in C# and server in C++.
- Implemented a robust, multithreaded asynchronous server in C++.
- Team of 4 to design and implement a network communication protocol.

🔗 **JUSTICE.EXE | CLIENT PROGRAMMER**
- Part of the Honors When Machines Decide Praxis Lab at the University of Utah.
- Mobile game that uses machine learning to find biases in players.

WORK EXPERIENCE

TECHNICAL DIRECTOR   Octothorpe   Oct 2015 - Present
- Building tools and underlying architecture in Unity.
- Take large engineering tasks and break them down into manageable pieces.

WEB ENGINEER Atomic Jolt   Jul 2014 - Oct 2015
- Web application development in ReactJS, and Ruby on Rails.
- Worked with Amazon Web Services (AWS).

CHAMBER COORDINATOR   Cache Chamber of Commerce   Jan 2014 - Jul 2014
- Plan, organize, and direct operations of the Chamber. Organized b2b events.