



Jaden Holladay

Software engineer with a passion for games.

CONTACT

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ABOUT

Hi, I'm Jaden Holladay, and I'm currently a student of the Entertainment Arts & Engineering (EAE) program at the University of Utah. Adobe featured me in a story titled "Jaden Holladay, developing limitless creativity" where I demonstrated diverse talents. I have spent time developing web applications, and mobile/computer games. Several games I have created achieved top 10 in popularity on Blizzard Entertainment's Starcraft II Arcade. As a software engineer, I specialize in tools and network programming.

TECHNICAL SKILLS

- C++, C, C#, Python, JavaScript, x86
- Unity 3D, Unreal Engine
- NodeJS, ExpressJS, GraphQL
- TCP/UDP/Websockets
- Linear Algebra, Calculus, Discrete Math
- ReactJS, Flux Architecture
- Adobe Creative Cloud
- Graphic Design (Illustrator)
- Scrum & Agile Development
- Git & SVN
- Postgresql, NoSQL
- Visual Studio, Emacs, Atom

SELECTED PROJECTS

BRANCHING NODE EDITOR | LEAD PROGRAMMER

- Visual tool for building branching narratives. 2017
- Communicates with a GraphQL/NodeJS Server.

THE IRREGULAR | LEAD PROGRAMMER

- Finalist in the Department of Education's EdSim Challenge. 2016-Present
- Virtual Reality Game built with Unity.

ADOBE STUDENT FEATURE | STUDENT

- Featured in a story; "Jaden Holladay, developing limitless creativity". 2015
- Video & Article viewable at jadenholladay.com/adobe.

MARINE ARENA 2 | GAMEPLAY PROGRAMMER

- Top 10 in Blizzard Entertainment's Starcraft 2 Arcade. 2014
- Mod built for Blizzard Entertainment's Starcraft 2.

WORK EXPERIENCE

TECHNICAL DIRECTOR

Octothorpe 2015-Present

WEB ENGINEER

Atomic Jolt 2014-2015

CHAMBER COORDINATOR

Cache Chamber of Commerce 2014

EDUCATION

UNIVERSITY OF UTAH

B.S. Computer Science 2012-2019
Entertainment Arts & Engineering Emphasis