JAIDYN HOLT

TECHNICAL ARTIST

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I am a passionate, imaginative, and dependable creator dedicated to storytelling through a creative combination of art and technology.

SKILLS / QUALIFICATIONS

Technical
- Unity game engine
- Programming (Python, C++, C#, HTML, CSS, JavaScript)
- Adobe Creative Suite (Photoshop, Illustrator, Indesign, After Effects, Premiere)
- Autodesk Maya
- Toon Boom Harmony

Skills
- Game development
- Game design
- 3D modeling
- User experience design
- Project management, Agile scrum
- Graphic design
- Motion design & animation
- Website, social media design & management

EDUCATION

University of Florida
BA Digital Arts and Sciences
BS Computer Science

Current Unofficial GPA
4.00

EXTRACURRICULARS

Leadership
- **BADAS Mentorship Program**, Social Media Manager
- **UF Circle K International** (collegiate branch of Kiwanis), Webmaster
- **Phi Eta Sigma** (honor society), Community Service Committee

Volunteering
- 100+ hours with UF Circle K International (2022-2024)

WORK/INTERNSHIP EXPERIENCE

Website Designer Internship (2023)
Domaine Pterion: Vineyard & Winery
- Internship onsite in Pennsylvania and continuing responsibilities managing the website using Wix website editor
- Complete redesign of website (domainepterion.com)
- Multimedia asset creation (photography, graphics, video production)

PROJECTS

ScootEZ MERN Stack Website (Summer 2024)
Software Engineering course project
- Developed a website program for a fictitious scooter rental business
- Used React, Node.JS, Mongo DB, JavaScript, JavaScript XML, CSS
- Worked in a team of 4
- Was scrum master; implemented agile scrum and Kanban board
- Responsible for front-end user interface (Home, navigation, routing, login, create account, rental, return, current rentals, history, about pages) and debugging on backend API calls

Nutrition Nexus program (Spring 2024)
Data Structures and Algorithms course project
- Developed a web-based program which displays a ranked order of recipes according to user dietary restrictions and preferences
- Used JavaScript, JavaScript XML, CSS, Next.js, the Edamam Recipe Search API, and JSON objects, and React
- Worked in a team of 3
- Responsible for front-end user interface (project information collapsible display, sort time display), debugging the API call, heapsort implementation, and handling sorting within generate result function

Solar Systems Down game (Spring 2024)
Florida Interactive Entertainment Academy (FIEA) Game Jam 2024
- Developed a 2D PC (Windows build) game in Unity with team of 4
- Lead Programmer (C# scripts)
- Level designer and UI designer

Subject N.06 game (Fall 2023)
Game Content Production 1 course project
- Developed a 2D PC (Windows build) game in Unity
- All original vector illustration art assets and majority of C# scripts
- Game published on UF Digital Worlds Itch.io page

Recipe for Revenge game (Fall 2022)
Making Mobile Games course project
- Developed a 2D PC (Windows build) game in Unity
- All original pixel art assets