JAIDYN HOLT

SOFTWARE ENGINEER / TECHNICAL ARTIST

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EDUCATION

University of Florida
BA Digital Arts and Sciences
BS Computer Science

Current Unofficial GPA 4.00

Relevant Courses
- Data Structures and Algorithms
- Software Engineering
- Computer Organization
- Operating Systems
- Computer Graphics

SKILLS

- Game development & design
- 3D modeling
- Agile scrum
- Web development & design
- User experience design
- Motion design & animation
- Graphic design
- Illustration

SOFTWARE

- Unity game engine
- C++, C#, Python, HTML, CSS, JavaScript
- OpenGL, React JS
- Adobe Suite: Photoshop, Illustrator, Indesign, After Effects, Premiere
- Autodesk Maya

INVOLVEMENT

Leadership
- **BADAS Mentorship Program**, Mentor, Social Media Manager
- **UF Circle K International** (collegiate branch of Kiwanis), Webmaster

Volunteering
- 150+ hours with UF Circle K International (2022-24)

EXPERIENCE

Domaine Pterion: Vineyard & Winery Internship (2023 - present)
Website designer, website manager
- Onsite in Pennsylvania; redesigning website and continuing responsibilities managing it (*domainepterion.com*)
- Multimedia asset creation (photography, graphics, video, branding, unified design identity

Giggles' Goofy Gameshow (Spring 2025)
Lead programmer, UI designer, 2D & 3D Artist, lead level designer
- 3D PC (Windows build) game in Unity 6
- Full semester collaboration in team of 6, presented at Convergence (UF Digital Worlds student showcase)

FL Interactive Entertainment Academy (FIEA) Game Jam
Dragon Slayer (Jan 2025)
Lead programmer, 3D artist, level designer, game designer
- 2.5D PC (Windows build) game in Unity

Solar Systems Down (Jan 2024)
Lead programmer, UI designer, game designer
- 2D pixel PC (Windows build) game in Unity

Wizard Orb Escape game demo (Fall 2024)
game designer, level designer, programmer, 3D artist, technical artist
- 3D PC (Windows build) game in Unity with team of 3
- Game mechanics programmer (C#), shaders, modeling, level design, UI design

ScootEZ MERN Stack Website (Summer 2024)
Software engineer, UI designer, scrum master
- Website program for fictitious scooter rental business
- React, Node.JS, Mongo DB, JavaScript, JavaScript XML, CSS
- Team of 4
- Implemented agile scrum and Kanban board

Nutrition Nexus program (Spring 2024)
Software engineer
- Web-based program which displays a ranked list of recipes
- JavaScript, JavaScript XML, CSS, Next.js, the Edamam Recipe Search API, and JSON objects, and React
- Team of 3
- Worked on front-end user interface, heapsort, and API call

Subject N.06 game (Fall 2023)
Game designer, artist, programmer
- 2D PC (Windows build) game in Unity
- Original illustrated art assets and majority of scripts (C#)
- Game published on UF Digital Worlds Itch.io page