JAIDYN HOLT

SOFTWARE ENGINEER / GAME DEVELOPER

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EDUCATION

University of Florida
BS Computer Science
BA Digital Arts and Sciences

Current Unofficial GPA 4.00

Relevant Courses
- Computer Graphics
- Data Structures and Algorithms
- Software Engineering
- Operating Systems
- Algorithm Design (IP)
- Networking Fundamentals (IP)

SKILLS

- Software development
- Game development & design
- Agile scrum
- 3D modeling
- Web development & design
- Animation & motion design
- Illustration

SOFTWARE

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

INVOLVEMENT

Leadership
- **BADAS Mentorship Program,** Mentor, Social Media Manager
- **UF Circle K International** Webmaster

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

EXPERIENCE

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

Lead Engineer   2025 - present
Krillshot Studios (full semester game, team of 25)
- Designed game system codebase, set conventions, performed code reviews, oversaw programming team tasks, maintained documentation
- Unity 6, C#

Lead Programmer / Lead Level Designer / 2D & 3D Artist   2025
Giggles' Goofy Gameshow (full semester game, team of 6)
- Designed and implemented entire game system codebase, imported and designed five 3D levels, modeled, textured, and rigged environment pieces and props
- Presented at Convergence (UF Digital Worlds student showcase)
- Unity 6, C#, Maya, Substance Painter, Photoshop, Illustrator

Lead Programmer / Level Designer / 3D Artist   2025
Dragon Slayer (FIEA Game Jam 2025, team of 4)
- Wrote combat system, designed two 2.5D levels
- Unity, C#, Maya

Programmer / Tech Artist / 3D Artist / Level Designer   2024
Wizard Orb Escape (1 month game demo, team of 3)
- Wrote light refraction mechanics, created various shaders, modeled environment pieces, designed UI and the level
- Unity, C#, Unity Shader Graph, Maya

Software Engineer / Scrum Master   2024
ScootEZ (full semester MERN stack project, team of 4)
- Developed a website for a fictitious scooter rental business
- Implemented agile scrum and Kanban board
- React, Node.JS, Mongo DB, JavaScript, JavaScript XML, CSS

Game Designer / Game Programmer / Artist   2023
Subject N.06 (full semester game)
- Created original illustrated art assets and majority of scripts
- Published on UF Digital Worlds Itch.io page
- Unity, C#, Photoshop, Illustrator