

JAIDYN HOLT

GAME / SIMULATION / UX SOFTWARE ENGINEER



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QUALIFICATIONS

Technical

- Unity game engine
- Programming (Python, C++, C#, HTML, CSS, JavaScript)
- Autodesk Maya

Skills

- Game development & design
- User experience design
- Web development
- Project management
- Agile scrum
- 3D modeling
- Graphic design & illustration

EDUCATION

University of Florida

BA Digital Arts and Sciences
BS Computer Science

Current Unofficial GPA

4.00

Relevant Courses

- Discrete Structures
- Data Structures and Algorithms
- Software Engineering
- Computer Organization (IP)

EXTRACURRICULARS

Leadership

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

Volunteering

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

I am a passionate, innovative, and driven creator dedicated to storytelling through a combination of art and technology.

INTERNSHIP EXPERIENCE

Website Designer Internship (2023)

Domaine Pterion: Vineyard & Winery

- Onsite in Pennsylvania; redesigning website and continuing responsibilities managing it (*domainepterion.com*)
- Multimedia asset creation (photography, graphics, video, branding, unified design identity)

PROJECTS

ScootEZ MERN Stack website (Summer 2024)

Software Engineering course project

- Website program for fictitious scooter rental business
- React, Node.JS, Mongo DB, JavaScript, JavaScript XML, CSS
- Team of 4
- Scrum master; implemented agile scrum and Kanban board
- Implemented front-end user interface and backend API calls

Nutrition Nexus program (Spring 2024)

Data Structures and Algorithms course project

- 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

Solar Systems Down game (Spring 2024)

Florida Interactive Entertainment Academy (FIEA) Game Jam

- 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

- 2D PC (Windows build) game in Unity
- Original illustration art assets and majority of C# scripts
- Game published on UF Digital Worlds Itch.io page

Minesweeper project (Spring 2023)

Programming Fundamentals 2 course project

- Individually coded Minesweeper, given image assets
- Used C++ and the Simple and Fast Multimedia Library