

JADEN LAROSE

SOFTWARE ENGINEER - GAME DEVELOPER

CONTACT

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SKILLS

- Fluency in C++ and C#
- GitHub and Perforce
- SCRUM and AGILE development processes
- Hansoft and Trello
- Unity and Unreal
- AI and Machine Learning
- Game Development and Design
- Time Management and Problem Solving

EDUCATION

Full Sail University | *Bachelor of Sciences in Game Development* | 2019 - 2021

- Salutatorian: 3.71 GPA
- Captain, Full Sail Armada E-Sports Team
- Course Director Award for Programing 2

WORK EXPERIENCE

Orbis Leadership and Management (NASA) | *Gameplay Software Engineer* | 2020 - 2021

Solved technical issues that arose during development and developed new gameplay mechanics on a project for NASA. Also updated previous codebases coding standards to current conventional standards.

Miles Partnership | *VR/AR Associate* | 2016 - 2019

Coordinated the introduction of VR/AR technology and training to the company to be utilized in future conventions. Designed demo experiences for travel conventions. Created assets for a VR display to be used at a convention. Programmed an RFID wrist band system for photo retrieval for a convention. Worked Data Access Management for travel media between conventions.

RECENT PROJECTS

Graphics Engine | *Several Month Long Graphics Classes* | *Solo Projects* | *Full Sail 2021*

Utilized the DirectX 11 API in C++ to create a graphics engine that utilizes PBR materials, several different lighting techniques, reflections, skyboxes, emissions, FBX importing and exporting with animations and texture LOD's. Later in my engine development class I implemented a few key game engine features such as AABB collisions, Look-At and Turn-To AI algorithms, frustum culling, particle effects and LOD system for models.

Color Drop | *Weekend Solo Project* | 2021

Programmed and developed all mechanics and assets within an arcade mobile game for Android. Which includes monetization, achievements, touch controls, game loop, art and music.

Dungeon's Delight | *Week Long Game Jam* | *Team of 4* | *Genre Mash Jam 2021*

Worked on gameplay mechanics, minigames and procedural dungeon generation as the lead programmer on the team. Utilized SCRUM techniques to plan and assign tasks to team members. Worked closely with animators and designers to create a smooth gameplay experience within a short amount of time.

Retro: Showdown | *Week Long Game Jam* | *Team of 4* | *Retro Jam 2021*

Retro: Showdown is a recreation of Hunt: Showdown as a downgraded PlayStation 1 Doom Shooter. I was the sole programmer on the team responsible for programming all game mechanics excluding AI. Utilized SCRUM techniques to plan and assign tasks to team members.