

Jaden Harnar

417-621-8567 | jharnar@vivaldi.net www.linkedin.com/in/jaden-harnar | jadenharnar.net
Mechanics Programmer dedicated to giving players unique and fun experiences

EDUCATION

B.A., Game Design; B.A., Computer Science

High Point University

May 2026

High Point, NC

- Studied abroad in Osaka, Japan
- Accolades: Honors Scholar Student, Dean's List 2024
- Relevant Courses: Collaborative Game Design, Digital Prototyping, Game Development, Adv. Algorithms

PROFESSIONAL EXPERIENCE

Source Control Management

KoGi Arts

July 2025 - December 2025

Remote

- Collaborated with a team of indie developers to create an open-world beat 'em up game for PlayStation 5
- Directed source control using Diversion and Google Chat

Backend Development Intern

Font Awesome

June 2025 - August 2025

Remote

- Developed a system to test implementations of the Flo_Curves open source Rust crate (library)
- Authored a bug report to help the Flo_Curves developer quickly reproduce, isolate, and fix a major bug

CAMPUS INVOLVEMENT

Game Development Club

Member

2022 - Present

- Instructed multiple workshops on various game development practices
- Presented Shape Game to industry professionals at GDC 2025

Table Top Games Club

President, Vice President

2022 - 2024

- Cultivated a welcoming gaming community
- Orchestrated the annual Dungeons & Dinners food drive

SKILLS

Programming Languages: C++, GD Script, UE5 Blueprints, Python, HTML, CSS, Rust, Javascript, C#

Software: Unreal Engine 5, Godot 4, Unity, Adobe Suite, Microsoft Office Suite, Slack, Github, Diversion, Jira, Trello

Soft Skills: Public Speaking, Team Leadership, Communication, Collaboration

PROJECTS

Nine Iron Realms (Godot) - Team Size: 7 - Programmer & Leader

2025

- Norse themed minigolf adventure game - Only a perfect par can stop Ragnarok
- Programmed player controls, designed a variety of obstacles, and a boss fight, and directed sprints using Jira

Papercut! (Unreal Engine 5) - Team Size: 6 - Programmer

2024

- Narrative focused game about the importance of drawing and creativity featuring Bob, a little doodle guy
- Developed a system to score drawings, collaborated to design various levels, wrote comedic character dialogue

No Rizz? (Card Game) - Team Size: 4 - Business Admin

2023

- Fast-paced, party card game about coming up with cheesy pick-up lines
- Created an LLC and attempted to self publish on Kickstarter