Jane Staed

Edinboro, Pennsylvania 16444 | jane.staed@gmail.com | (859) 787-9547 | jstaed.me

Education

Pennsylvania Western University Edinboro, PA
Bachelor of Science, Applied Computing — Concentration: Game Programming | Minor: Jewelry and Metalsmithing. *May 2028*
Relevant Coursework: 2D Game Programming, Data Structures, Database Applications, Discrete Structures, Object-Oriented Programming, Python

Projects

3D Maze Dungeon Crawler https://github.com/JStaed/3D-Maze-Dungeon-Crawler March 2026 – Present
- Built a custom physics-based procedural maze generation algorithm for dynamic level creation
- Implemented 3D to 2D projection techniques to achieve a retro perspective rendering effect
- Designed a difficulty scaling system that adjusts challenge dynamically during gameplay
- Planned and scoped inventory, skill, experience, and turn-based combat systems for future development

To Hell and Back https://store.steampowered.com/app/2935820/To_Hell_and_Back/ January 2024 – Present
- Developed a custom 2D physics system from the ground up to drive core game mechanics
- Engineered a multiversal checkpoint system to support complex, branching level progression
- Built an item pickup and ability system enabling player power-up interactions
- Developing a custom scene manager to support a Metroid-style open world structure
- Originally created for the 2024 SkillsUSA Interactive Application and Game Design Competition; placed 1st in Kentucky State competition and top 30 nationally

Experience

Freelance Game Developer January 2026 – Present
Self-Employed *Remote*
- Completed 50+ client game prototypes in Godot spanning hypercasual and action genres across varying project scopes and specifications
- Deliver completed game projects on schedule, managing client feedback and iterative revision cycles
- Communicate directly with clients to address concerns and modify deliverables to meet requirements

Information Technology Support Associate August 2024 – Present
Pennsylvania Western University, Learning Technology Services *Edinboro, PA*
- Support the operation of multi-classroom synchronous university courses as part of a work-study program
- Troubleshoot and resolve technology concerns for university faculty and staff
- Log and respond to IT support tickets in a timely and organized manner
- Operate audio-visual equipment for university events and presentations

Skills

Game Development: Godot, Unity, 2D/3D Game Programming, Game Design and Development
Programming Languages: C#, C++, Python, Java, JavaScript, Lua, SQL, HTML, CSS, PHP
Concepts: Algorithms, Data Structures, Object-Oriented Programming, Software Development Lifecycle, Discrete Mathematics, Information Technology Support
Tools & Platforms: Adobe Illustrator, Adobe Photoshop, Adobe Premiere Pro, Linux, Microsoft 365

Certifications

- Unity User Certifications
- Adobe Professional Certifications
- IC3 GS6 Level 3

Activities & Leadership

Creation of Games Society December 2024 – Present
Vice President
- Spearhead collaborative activities through workshops, game jams, and demonstrations; coordinate club and officer meetings with unique and engaging itineraries; represent the organization in student government meetings.

Fiber Arts Club March 2026 – Present
Member

Jewelry and Metalsmithing Club September 2026 – Present
Member