

Seth Holladay

Game Programmer

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Game programmer who pairs four years of professional software engineering with a love of building games. Writes clean, performant C# and C++ in Unity and Unreal Engine, and works well on fast-moving teams.

GAME DEVELOPMENT EXPERIENCE

Snowfall Games | *It Was You* (Steam)

Sep 2020 – Aug 2025

Game Engineer

Remote

- Architected the player character controller from scratch for a first-person multiplayer murder mystery, using a modular design that drives animation across the game's many items so new ones slot in cleanly.
- Co-developed core gameplay systems, including a targeting system built into the networking layer.

Jetty Games

Sep 2026 – Present

Co-Founder & Engineering Producer

Salt Lake City, UT

- Co-founded a 10-person indie team of programmers, artists, and designers that shipped games on jam deadlines.
- Led programming on each project, guiding the codebase and coordinating engineers to ship on time.

SOFTWARE ENGINEERING EXPERIENCE

Mappslab | Children's Media Workshop

Jul 2021 – Jan 2025

Lead Developer

Salt Lake City, UT

- Led development of an interactive mapping platform used in classrooms, where students draw on maps, plot routes, collaborate, and present their work as slideshows (React, Next.js, PostgreSQL).
- Cut page load times by rebuilding data fetching and caching around React Query.
- Designed the PostgreSQL schema and tuned queries to keep data consistent and the app responsive.

Place

Jul 2023 – Jan 2024

Software Engineer

Draper, UT

- Diagnosed and cleared a 3-month backlog of QA-escalated bugs within a month of joining.
- Led a performance push across thousands of client websites, auditing load times, optimizing asset delivery, and fixing slow-rendering elements to raise SEO scores.
- Led frontend development of a new Next.js analytics tool, including its data visualizations and reports.

Atomic Jolt

Jul 2020 – Aug 2021

Software Engineer

Remote

- Built and deployed learning tools adopted by 13 schools and organizations.
- Maintained client sites and tools, resolving security and email deliverability issues and shipping new features.

GAME JAM PROJECTS

- **Matter of Factory** – Engineer & Producer, 1-Bit Jam 11. One of two programmers on a browser-based factory builder where players harvest Dark Matter and route it through machines and conveyors to power the factory.
- **Luci Forever** – Engineer & Artist, Maxwell Rodgers Memorial Jam 2026. Programmed gameplay and drew pixel art for a cozy browser pet sim about raising a shrimp that arrives in a mystery package.
- **One True Door** – Developer, week-long Unity game jam. Built a complete game from scratch with a team of three.

EDUCATION

University of Utah | B.S. Computer Science

Expected Spring 2028 · Salt Lake City, UT

SKILLS

Languages

C#, C++, C, Lua, TypeScript, JavaScript, Python, Java, Rust, SQL, PHP

Game Development

Unity, Unreal Engine, gameplay systems, character controllers, animation, multiplayer

Web & Tools

React, Next.js, PostgreSQL, Ruby on Rails, Git, JetBrains IDEs, Linux