

Keagan “Moth” Harper

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Objective

Junior pursuing degrees in Software Development and Game Development, eager to apply technical skills and build experience through an internship or entry-level position. Passionate about developing and managing software, databases, or websites.

Education

Pennsylvania College of Technology, Williamsport, PA Expected 05/27

Bachelor of Science in Software Development and Information Management

Bachelor of Science in Game & Simulation Programming

Overall GPA: 3.92 / 4.00

Projects

M.O.R.Z. Purge, github.com/kokofruit/MORZ-Purge Expected 12/25

- Single-player first person shooter set on an alien planet. Find new weapons, upgrade your gear, defeat alien insects, and slay the broodmother boss to reclaim the planet.
- Team project made in Unity with six other team members
- Enemy programmer, UI programmer, 2D sprite artist

BugFishing, kokofruit.itch.io/bugfishing 02/25 – 05/25

- Single-player fishing simulator where the main goal is to hook up bugs. Sell your bugs, make money, upgrade your gear, and learn more about insects in the process.
- Solo project made in Unity
- General programmer, 2D sprite artist, 3D modeler

Skills

- Programming Languages: Assembly, C#, CSS, GDScript, GameMaker Language (GML), HTML, Java, JavaScript, Python, SQL
- Game Development Tools: GameMaker Studio, Godot, PICO-8, Unity
- Mobile and Web Development: Node.js, React Native, Webpage Development (HTML, CSS, JavaScript)
- Operating Systems and Networking: Linux kernel, Server hosting
- Version Control: Git, GitHub
- Creative Software: Blender, Blockbench, Procreate
- Productivity Software: Microsoft Word, Microsoft Excel, Microsoft PowerPoint