

Paul Harden

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BACKGROUND

I am a multi-disciplined designer and developer with over a decade of experience creating video games, motion graphics, and other interactive media. I have been a lifelong maker with a passion for tinkering, creative research, and helping others succeed.

EDUCATION

Bachelor of Science in Game Development & Emerging Media
Marist College – Poughkeepsie, NY (May 2023)

SKILLS

Game Development
3D Modeling
Image Editing
Video Editing
Source Control
Web Development

Unity | Unreal | Godot | C#/C++
Blender | Rhino | Meshmixer
Adobe Suite | Inkscape
DaVinci Resolve | Adobe Premiere
GitHub | Perforce
HTML | CSS

WORK HISTORY

Developer / Founder

Trash Planet Games

Jan. 2025 – Present

- Manage all aspects of the LLC, company finances, branding, and social media.
- 3D model, texture, and animate gameplay assets, environment and level design.
- UX/UI design, balance gameplay mechanics.

3D Modeler / Developer

Fly Inside Simulation

June 2025 – Present

- Manage GitHub repositories for all aircraft in development.
- Model, texture, and animate aircraft and various components.

3D Designer / Fabricator

Murmuration Inc.

May 2023 – Present

- Design large-scale art installations for brand events, movie premieres, and theater.
- Produce parts via CNC machining, plasma and CO2 laser cutting, and 3D printing.
- Fabrication and assembly using wood, plastic, and metal working tools, on-site installation.

Technical Artist

Feb. 2022 – May 2023

Game Changer Studios

- Responsible for creation, implementation, and optimization of 2D/3D assets.
- Content creation of assets for gameplay, UI, and advertising usage.
- Responsible for designing and programming new and interesting game mechanics and features.
- Assist with playtesting and improve user experience.

Digital Media Instructor

Summer 2021 – 2023

Brookfield Craft Center

- Taught 3D modeling, 3D printing, Video Game Development, and Video Editing curriculums.
- Collaborated with other instructors in restructuring aspects of the 2D and 3D design curriculums.
- Maintained and repaired hardware of several 3D printers and gaming workstations.
- Consultant for machinery/software upgrades, tutoring/mentoring individual students.

Teaching Assistant

Summer 2020 & 2021

Marist College

- Assisted in developing and teaching curriculums in Game Programming & Design and Digital Media
- Taught lessons using the Construct 3 engine, Adobe Creative suite, and HTML/CSS coding.
- Grading of assignments, exams, and held office hours to assist students or troubleshoot software.

NOTABLE PROJECTS

Ironclad | PC

- A co-op horror survival tank extraction game coming to Steam where players are in search of ancient tech on a mysterious island. They pilot tanks scavenging this barren world for resources to survive and repair their gear, and weaponry to defeat colossal monsters.
- I handle a lot of the art and sound, gameplay design, video editing, and web development.

Monster Mash | VR

- A cartoony destruction VR rogue-like arcade coming to Steam where the player can rampage through various fictional international cities, exacting their revenge on the evil pharmaceutical mogul Ultrachem that is responsible for your creation and mistreatment. A simultaneous alien invasion supplies the player with wacky and unique weapons and snacks to thwart your enemies and keep you going as you rage.
- This project was developed entirely by me in the Unity Engine over the course of a year and was both my first VR project as well as my first independent release on Steam.

Peacock Prostheses | 3D Printing

- This was a project developing a prosthetic limb for an injured peacock where I cast silicone and clay molds of the animal's limbs for 3D scanning.
- I used my own home 3D printers to fabricate multiple iterations of a flexible leg prosthetic.
- We supervised rehabilitation and acclimation to the new leg over the course of about a year.

PUBLICATIONS

- Fanfarelli, J.R. & Harden, P. Boundaries, Informed Consent, and Learning In M. Bowdon & K. Yee (Eds.), Ethical Considerations of Virtual Reality in the Classroom (2023).
- Schrier, K., Eskander, S., Beaudoin, G., Fisher, N., Harden, P., Levine, S., Sarnecky, K., Shaenfield, A. & Alvarico, E. Creating Morality through Play: Digital Games, Moral Perspective-Taking, and Empathy. In H. Kapoor & J. Kaufman (Ed.), Creativity and Morality, Elsevier (2023).
- Fanfarelli, J.R. & Harden, P. (2021). It's badging time! Permanence, expiration, and lifespan of digital badges. Proceedings of the Foundations of Digital Games Conference, Montreal, Quebec, Canada (online).

COMMUNITY & CONSULTING

Game Creators Hudson Valley

This is a growing collective of game developers and other adjacently creative individuals. It's a quarterly event for devs, artists, and enthusiasts to network and showcase projects. Some of my duties include:

- Securing guest speakers, presentations, or demos.
- Designing social games and ice breaker activities.
- Help with advertising and marketing efforts.
- Moderating Discord community server.

Newburgh Creates: Special Blends

This is a freeform discussion between two speakers of unrelated topics and the audience where they ask questions and form connections between the topics.

My presentation included:

- Entry to video game development, common software used, best practices early on, and free learning resources.
- Pursuing a career in games and adjacent industries, advice on portfolios, identifying current trends, and networking practices and opportunities.
- Making games independently, creating and managing a small business.

Marist Summer Pre-College (2024)

This was a guest speaker presentation about my experience at Marist, unorthodox career path, and advice for job hunting after graduation.
