Jordan Walker

Software Engineering Student | Game Developer

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Summary

Software engineering student and game developer with hands-on experience building interactive gameplay systems using Unity, VR, and sensor-driven hardware. Passionate about motion-based play, rapid prototyping, and collaborating with designers and artists to create fun, physically engaging experiences. Strong foundation in software engineering, 3D environments, and interactive system design.

Education

California State University, East Bay — Bachelor of Science in Computer Science (Aug 2023 – May 2026) | GPA: 3.6

Relevant Coursework: Machine Learning, Artificial Intelligence, Software Engineering, Natural Language Processing, Discrete Math, Linear Algebra, Computer Architecture, Logic and Design, Calculus 1-2, Automata, Physics for Engineers

Game & Interactive Development Experience

Unity & VR Game Development

- Developed interactive games using Unity and Roblox, focusing on motion-aware mechanics, real-time player feedback, physics-based interactions, and responsive controls.
- Built and tested VR gameplay mechanics emphasizing player movement, immersion, and intuitive motion-driven input.
- Iterated on gameplay features through frequent playtesting and rapid prototyping to improve player experience and engagement.

Interactive Hardware & Sensor-Based Systems

- Designed and engineered interactive robots that used sensors and embedded systems to participate in game-like experiences.
- Integrated hardware inputs with software logic to create responsive, rule-based gameplay interactions.
- Collaborated across electrical, mechanical, and software domains to prototype interactive systems from concept to functional implementation.

3D Modeling & Assets

- Created and modified 3D models in Blender for use in interactive and real-time environments.

- Optimized assets for performance and usability within game engines.

Technical Projects

theOnlineCloset — Applied AI Developer & Full-Stack Engineer (Jul 2024 – Present)

Designed interactive user flows emphasizing responsiveness, visual feedback, and intuitive interaction patterns.
- Implemented real-time logic systems that responded dynamically to user input.
- Collaborated with designers to iterate on features based on usability testing and user feedback.
- Built backend systems to support personalization and content organization.

Multi-Library Management System — Software Engineer (Jan 2025 – May 2025)

- Coordinated development with a four-person team using GitHub, reducing merge conflicts by ~60%.
- Implemented a distributed client/server application supporting inventory operations across branches.
- Engineered a custom message-handling protocol inspired by IP datagram headers.
- Achieved 100% unit test coverage using JUnit and enforced correctness through test-driven development.

Technical Skills

Game & Interactive Development:

Unity, VR Development, Gameplay Systems, Physics-Based Interaction, Real-Time Input Handling, Prototyping, Playtesting

Programming:

C#, C/C++, Python, Java, JavaScript, Lua

3D & Creative Tools:

Blender, Asset Optimization, 3D Environments

Engineering & Collaboration:

Software Design, Debugging, Iterative Development, Cross-Functional Collaboration