

Jordan Pearson

(253) 224-0219

jsantipearson@gmail.com

github.com/JSantiPearson

jsantipearson/github.io/landing

Software Developer

I am an Afro-Latino software developer with a passion for making slick mobile and web applications and developing videogames on platforms like PlayStation 4, PC, and mobile. I want to gain more experience by building impactful applications that can make tedious tasks efficient and stylish.

EXPERIENCE

Paid Intern — Camouflaj Games — Summer 2019

Camouflaj is a videogame studio based in Bellevue that utilizes VR technology to create groundbreaking AAA titles.

- Streamlined Camouflaj's QA bug reporting workflow through a Python script
- Increased Unity C# script bug fixes by nearly 150% in development of "Iron Man VR", a PlayStation 4 Virtual Reality videogame title

IT Support — Nintendo of America November 2020 - Present

Nintendo of America is a subsidiary of Nintendo Co. Ltd. that provides video game products and services.

- Primarily solve technical issues and bugs with company software for employees
- Other responsibilities include managing user credentials and assisting with hardware issues

Founder — Strange Frontier — Summer 2020

Strange Frontier is an Android and iOS app that allows the user to create and use player character sheets for Tabletop RPGs.

- Utilized the React Native JavaScript framework and Google's Firebase platform

Director — Avarice Island — Spring 2020

Avarice Island was my undergraduate senior capstone in Computer Science, a project lead by myself.

- Pitched, directed, and developed an impressive videogame demo utilizing the Unity game engine
- Implemented over 10 enemies with adaptive AI and three full levels with unique boss fights
- Wrote over 50 scripts in C#, created a responsive UI and an intuitive UX

Front End Developer — TheatreBot Fall 2017 - 2018

TheatreBot is a web application that simplifies the theatre callback process using a scheduling algorithm and intuitive UI

- TheatreBot automatically schedules actor auditions and callbacks for theatrical productions
- Utilized the MEAN stack (Node, Express, Angular, and MongoDB) to create a crisp front end

EDUCATION

University of Puget Sound, Tacoma — Year of 2020

3.5 Cumulative GPA

B.S Computer Science

September 2016 - June 2020

Minor in Spanish

SKILLS

Languages and Technologies

Mongo/ Express / Angular / Node

Java / C / Python

Unity / C#

JavaScript / React.js

HTML / CSS

React Native

Linux Command Line

Software Skills

Version Control (GIT)

Jira

Video Editing (Premiere Pro/Windows)

Office Suite

Soft Skills

Eye for Detail

Self Motivated

Fast Learner

AWARDS

Dean's List, Spring 2016

Emergency Food Network Volunteer of the
Month: July 2015

Beta Theta Pi - Man of Principle Award
Phi Eta Sigma Honor Society

FUN FACTS

Fluent in Spanish

2 Year Captain of Improv Comedy Team
Sketch Comedy Writer/Performer

Shakespearean Actor