Jack Atkinson

Computer Programmer and Software Developer

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https://jackpatkinson4.github.io/jack-atkinson-portfolio/

About Me

Computer programmer with interests in digital software engineering, artificial intelligence, data science, and digital media among others. I pride myself in my collaborative skills and my ability to approach every problem as a learning opportunity. Currently looking for a possible work opportunity to harness my skills in computer programming and software development.

Education

Georgia Institute of Technology, Atlanta GA   Graduated May 2024
Bachelor of Science in Computer Science (Threads in Media and Intelligence)
Graduated with Honor   Major GPA: 3.34/4.00
Dean's List from Fall 2020 to Spring 2023

Skills

- **Common Skills:** Communication, Teamwork, Creativity, Problem-Solving, Critical Thinking, Troubleshooting, Adaptability
- **Programming Languages:** Java, C, C++, C#, Python, HTML, CSS, JavaScript, OpenGL
- **Industry Skills:** Object-Oriented Programming, Design Patterns, Unit Testing, Version Control, Agile Development
- **Concepts:** Computer Graphics, Artificial Intelligence, Video Game Design, Software Development
- **Technologies**: Microsoft Windows, Linux, Git, GitHub, Visual Studio, VS Code, IntelliJ IDEA, Eclipse IDE, Unity, Godot Engine, Unreal Engine, Blender, Adobe Creative Suite, Aseprite
- **Project Management:** Microsoft Office, Google Docs, Notion, Jira, Trello, Miro, UML, Slack

Work Experience

Ocado Group, Atlanta GA, a global, technology business that is redefining ecommerce, fulfilment and logistics in online grocery and beyond.

IT Operations Support Specialist COE   July 2024 – April 2025

- Managed business system performance, incident resolution, and technical support within health and safety guidelines, serving as the primary liaison between clients and engineering teams.
- Proactively identified and managed system faults and technical issues, ensuring timely resolution through effective communication and close collaboration with engineering and technology teams.
- Analyzed system performance, managed ticketing workflows, prioritized critical recoveries, and investigated failures, serving as the technical liaison for onsite and offsite teams to improve operational efficiency and service quality.
- Adapted quickly to new technologies and trained team members on their functionality, resulting in recognition with the STAR Award for outstanding contribution.

Projects

Raycasting Engine (WIP)   **(Video Game, C++ Engine)**

Sole Developer   July 2025 - Present

- Currently developing a prototype Wolfenstein 3D style raycasting engine using C++, Visual Studio 2022, and the Raylib programming library.
- Used Object Oriented Programming (OOP) principles to implement the required game mechanics for the engine.
- Implemented the Digital Differential Analysis (DDA) algorithm to cast rays in a certain direction from a certain point in a 2D grid and uses the distance of the rays to calculate the 3D perspective.
- Currently planning on adding support for textures, custom maps, and sprite rendering., as well as other game mechanics such as enemies and shooting.

Portfolio Website   **(Website, React.js)**

Sole Developer   May 2025 - Present

- Developed a single-page website for my portfolio using React.js and the Vite build tool in order to improve my skills in frontend web development.
- Divided the portfolio into various sections, such as a nav bar, a hero section, a section that displays my skills, a section that shows off my projects, and as a footer with my contact information.
- Used CSS's flexbox tool to ensure that the website is responsive for different devices such as phones and tablets.
- Used the Tailwind CSS framework to allow for faster and responsive website styling.

Hammurabi   **(Video Game, Unity)**

Programmer, Tech Artist   January 2024 – May 2024

- Collaborated on a semester-long group project with VGDev at Georgia Tech, culminating in a showcase presentation at the club's end-of-semester demo.
- Contributed to the development of a metroidvania action platformer using the Unity Engine, with scripting in C#, sprite-work in Aseprite, and level design in Tiled.
- Assisted in the programming of several game mechanics that would later be featured in the final game using C#.
- Assisted as a technical artist, implementing various visual effects using Unity's built-in shader pipeline and particle system.
- Was featured in the credits of the official demo as a programmer and a technical artist for my work.

The Cowboy Quokka   **(Video Game, Unity)**

Programmer, UI Designer   August 2023 – December 2023

- Collaborated with a team of five on a group project for the CS 4455: Video Game Design course at Georgia Tech.
- Developed a vertical slice 3D platformer using the Unity Engine, with scripting in C# and 3D modeling in Blender.
- Led weekly project meetings, tracked progress, and delegated tasks to team members to ensure timely delivery.
- Designed and implemented key game features, including the User Interface, Dialogue System, and Health Bar, contributing to the overall gameplay experience.

Dive   **(Video Game, Unity)**

Level Designer   January 2023 – May 2023

- Collaborated on a semester-long group project with VGDev at Georgia Tech, culminating in a showcase presentation at the club's end-of-semester demo.
- Contributed to the development of a mechanics-focused 2D side-scrolling platformer using the Unity Engine, with scripting in C#, sprite-work in Aseprite, and level design in Tiled.
- Assisted in the design of several levels using Unity and the Tiled level editor.
- Was featured in the credits of the official demo as a level designer for my work.