

JACKSON BARDA

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OBJECTIVE

Leveraging hands-on expertise with Unity, Unreal, and Godot, along with proven experience in agile project management and VR application development, I aim to bring creative problem-solving and collaborative leadership to a dynamic game development team.
(Open to relocation)

TECHNICAL STRENGTHS

Game Engines:	Unity, Godot, Unreal
Programming Languages:	C#, Next.js, React, HTML, CSS, JavaScript, ASP.NET, C++
Tools & Software:	Jira, Asana, Confluence, Git, VS Code, Visual Studio

EDUCATION

Bachelor of Science - Purdue University, West-Lafayette IN
Game Design and Development

May 2024

PROFESSIONAL EXPERIENCE

Software Developer - Purdue Envision Center - West Lafayette, IN

June 2022 - June 2024

- Developed and programmed a Commercial Driver's License training simulator funded by the Illinois Department of Transportation, designed to reduce costs, streamline training time, and improve accessibility.
- Led development for a Meta Quest 3 VR training application in Unity, implementing object-oriented coding practices and accessibility features, including multi-language support and subtitles.
- Managed project lifecycle from start to finish, overseeing source control with Git, coordinating with clients and team members, and ensuring smooth development and delivery.
- Established efficient production workflows and documentation protocols to enhance team collaboration and manage dependencies effectively.

Co-Founder - Kaboom Studio - West Lafayette, IN

April 2023 - Present

- Directed a six-person programming team as build engineer, streamlining cross-functional asset pipelines and dependency management with artists, project managers, and designers.
- Engineered Office Duck for a Steam PC release by optimizing content integration and quality assurance processes for a stable, polished build.
- Implemented Agile 2-week sprints in Jira and leveraged rapid prototyping in Unity to refine iterative development and enhance production workflows.

Pallet Loader - Sysco Foods - Boise, ID

May 2021 - August 2021

- Managed warehouse operations by efficiently organizing and loading pallets for distribution.
- Tracked and maintained inventory levels, ensuring accurate order fulfillment.
- Collaborated with team members to optimize logistics workflow and meet shipping deadlines.

Camp Counselor - YMCA - Boise, ID

May 2019 - August 2019

- Led full-day programming and robotics camps for groups of 15-20 children.
- Developed and facilitated STEM-based activities, fostering engagement and learning.
- Ensured a safe and inclusive environment, balancing education and recreation.

ACHIEVEMENTS & VOLUNTEER WORK

- Honor roll junior and senior year at Purdue University
- Attended GDC 2024: Expo floor; Unity and Unreal keynote talks
- Assist with Church kitchen and volunteer with Church's elementary school