

JORDAN WALKER

Software Engineer

SUMMARY

Software Engineer with a background in **Visual Effects & Technical Direction**. Currently focused on **full-stack development** and building efficient, scalable web applications. Skilled in **JavaScript**, **Node.js**, and problem-solving, with a strong foundation in programming gained through creating tools and automation in the VFX industry.

Related Projects

PokéOrigins: Pokédex (Fullstack Web App) – A full-stack Pokédex web app focused on Generations 1-3. Built with **JavaScript**, **Node.js**, and **Express**, it features **search & filtering**, detailed Pokémon stats, and a **responsive UI**. Data is dynamically fetched from the PokéAPI, with optimized performance for seamless browsing

Schoolhouse Games: Ro Sham Bo! – A Rock, Paper, Scissors web app where users compete against a computer opponent. Built with **JavaScript**, **HTML**, and **CSS**, it tracks win, loss, and draw stats using **local storage**, providing a persistent and interactive gameplay experience.

Work Experience

Senior FX Artist & Technical Director

Various Studios (Sony Pictures Imageworks, FuseFX, MPC)

2018 — 2024

- Created procedural tools and automations in **Houdini** for film and TV productions.
- Collaborated with teams to develop complex VFX simulations under tight deadlines.
- Developed an in-depth understanding of programming logic and tool creation, which led to a passion for software engineering.

Education

100 Devs Bootcamp - Software Engineering

2024 — Present

- Collaborated with a team of developers to build modern and responsive web applications using best practices
- Built semantically structured full stack web applications
- Applied agile methodologies like SCRUM for project management

Savannah College of Art & Design

Bachelor of Fine Arts in Visual Effects

2014 - 2018

CONTACT

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SKILLS

HTML

CSS

Javascript

React

React Native

Node.js

Express

MongoDB

PostgreSQL

VEX

OOP

Procedural Programming

Web Accessibility