


# Jordan Hill

Senior Software Engineer • He/Him

Redmond, Washington 

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[icecavern.games](https://icecavern.games) 

## ABOUT ME

After my dad found 12 year old me trying to make Monopoly in PowerPoint he sat me down with Visual Studio and I've been programming ever since! I take pride in being a well rounded developer and am interested in all aspects of game development with an emphasis in gameplay programming and graphics engineering.

## SKILLS

Unity Game Development  
C#, C++, Python  
Vulkan  
GLSL, HLSL  
Unity Shader Graph  
Unity UI Toolkit  
Git Source Control  
3D Math/Linear Algebra

## EDUCATION

**BS Computer Science**  
Western Washington University  
Bellingham, WA | Graduated 2017

## PORTFOLIO

### PROJECT PRAELIUM

[https://icecavern-games.itch.io/  
project-praelium](https://icecavern-games.itch.io/project-praelium)

### FISHFRIENDOS

[https://dashboard.twitch.tv/exte  
nsions/uqbw5s35wg1ztqw1kmrf  
37swiwxmyi](https://dashboard.twitch.tv/extensions/uqbw5s35wg1ztqw1kmrf37swiwxmyi)

### GITHUB

<https://github.com/hillj35>

## PERSONAL PROJECTS

### PROJECT PRAELIUM

Unity Game | 2022 - 2023

[Project Praelium](#) is a JRPG inspired demo developed in Unity in collaboration with [@Colbydude](#). Our goal was to create a challenging and rewarding turn based battle system as a proof of concept before developing more of the game. I've been responsible for gameplay/battle system programming, level design, shader programming, UI design, and gameplay system design. Project Praelium was released on [itch.io](https://itch.io) in December 2023 as an approximately 1 hour long playable demo.

### FISHFRIENDOS

HTML5 Game and Twitch Extension | 2018

[FishFriends](#) is an HTML5 game that Twitch Streamers can add to their stream through a Twitch Extension. We were contacted by Twitch to build and release an extension in two months to release with the Twitch Extensions rollout. I was primarily responsible for gameplay programming and design. Additional programming by [@Colbydude](#) and Artwork by [@Piranhartist](#).

## WORK EXPERIENCE

### SLALOM

Senior Software Engineer | Sep. 2017 - Apr. 2024

Worked directly with various clients as a software developer and consultant to build software solutions including complex data pipelines, full stack web development, and machine learning models.

- Developed, tested, and reviewed scalable and performant code.
- Worked in AGILE teams to deliver high quality solutions to clients.
- Wrote code in C#, Python, Javascript, and Java.
- Deployed applications on AWS, GCP and Azure.