Jordan Popkewitz Alper

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Education

University of Wisconsin-Madison   **Graduated May 2024**

Bachelor of Science, Computer Science, Minor in Game Design, Dean's List Fall 2023

- Relevant Coursework: Programming III, Machine Organization & Programming, Introduction to Algorithms, Computer Graphics, Digital System Fundamentals, Building User Interfaces, Software Engineering, CS Capstone, Introduction to Big Data Systems, Game Design I, Game Design II, 3D Digital Studio I, Introduction to Digital Forms

Study Abroad Program: UW in London   **January 2023-April 2023**

- UW study abroad program & computer science internship at Kotini.

Personal Projects & Coursework

Holos Capstone Project

- Created a VR environment in Unity and wrote code for OpenAI integration, including voice-to-voice interaction.
- Modeled 3D objects such as a hospital monitor and bed for use within the VR environment.

Respawn Game Jam

- Integral team member on a one-week puzzle game project in Godot. Orchestrated seamless teamwork among a three-person team. Responsible for coding tasks, UI design, and game design.

Game Design

- Spearheaded engineering initiatives in a five-person team for a 10-week Unity game project, primarily focusing on full-stack coding. Engaged in various project facets, demonstrating versatility and active involvement.
- Contributed to basic game development to grasp fundamental game design concepts and collaborated with peers on game development and design endeavors.

Work Experience

Toast   **June 2023-August 2023**

Software Engineering Intern   *Boston, Massachusetts*

- Directed the development and integration of a tooltip component within Toast's new iOS Swift application, significantly improving developer support and enhancing platform user experience.
- Spearheaded strategic collaboration with the Toast development team to conceptualize and execute a cutting-edge mobile application, revolutionizing access to shift schedules and payment information for 500+ restaurant employees.
- Played an active role in daily standup meetings, contributing to task organization and ensuring alignment with project objectives.
- Engaged in bi-weekly sprint planning sessions, facilitating coordination and progress towards project goals.

Kotini   **February 2023-April 2023**

Software Developer Intern   *London, United Kingdom*

- Utilized Typescript and React.js to develop 4 home ownership calculators for Kotini's website.
- Thrived in the vibrant atmosphere of a tech-startup, fostering seamless collaboration to integrate swiftly into a new work culture.
- Implemented innovative design strategies, resulting in the successful development of advanced features for Kotini's website.

Camp Interlaken   **June 2019-August 2022**

Counselor-in-Training, Counselor, Unit Leader   *Eagle River, Wisconsin*

- Orchestrated the creation and supervision of over 10 camp programs, showcasing adept organizational and coordination skills to deliver exceptional experiences.
- Collaborated with a team of three to design and lead a counselor-in-training program, delivering sessions on leadership, child engagement, mental health, and teamwork.

Skills & Interests

Programming Languages

- C# in Unity, gdscript, React.js, JavaScript, TypeScript, CSS, HTML, Node.js, Java, Swift, React Native, C, Python, MySQL

Skills

- Unity, Godot, GBStudio, p5play, Windows, Linux, Express API, Firebase, Figma, GitHub, Visual Studio Code, Xcode, IntelliJ IDEA, Jupyter Notebook, Docker, Maya, Rhino, Photoshop, Premiere Pro

Dungeons & Dragons

- 6 years in a weekly D&D group, showcasing creativity as a DM and player through homebrew content creation and story writing.

Extracurricular Activities

Game Design and Development Club   **September 2023-May 2024**

- Exhibited versatility in mastering new tech, fostering seamless teamwork and enhancing communication dynamics.