

Jordan Popkewitz Alper

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Education

University of Wisconsin-Madison

Expected Graduation 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, Introduction to Computer Engineering, Analytical Methods for Electromagnetics Engineering, Signals, Information & Computation, Introduction to Electrical Engineering

Study Abroad Program: UW in London

January 2023-April 2023

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

Work Experience

Toast

June 2023-August 2023

Software Engineering Intern

Boston, Massachusetts

- Implemented a versatile tooltip component within Toast's new iOS Swift application, offering enhanced instructional support for developers and improving user experience throughout the platform.
- Collaborated closely with the Toast development team to conceptualize and develop a mobile application, facilitating efficient access to shift schedules and payment information for numerous restaurant employees.
- Played an active role in daily standup meetings and bi-weekly sprint planning sessions, contributing to the team's task organization and ensuring alignment with project objectives and goals.

Kotini

February 2023-April 2023

Software Developer Intern

London, United Kingdom

- Utilized Typescript alongside React.js to create various home ownership calculators for Kotini's website.
- Thrived in the dynamic atmosphere of a tech-startup, demonstrating adept adaptability and effective communication skills while acclimating to a new work culture.

Camp Interlaken

June 2019-August 2022

Counselor-in-Training, Counselor, Unit Leader

Eagle River, Wisconsin

- Skillfully developed, executed, and supervised camp programs, highlighting strong organization and coordination skills.
- Worked closely with peers to ensure campers had an exceptional summer experience, emphasizing strong interpersonal communication skills.

Personal Projects & Coursework

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

- Contributed to basic game development to grasp fundamental game design concepts and collaborated with peers on game development and design endeavors.
- 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.

Skills & Interests

Programming Languages

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

Skills

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

Dungeons & Dragons

- Active for over 5 years in a weekly D&D group, showcasing creativity as a Dungeon Master and player through homebrew content creation and story writing.

Extracurricular Activities

Game Design and Development Club

September 2023-present

- Strengthened communication and adaptability by swiftly learning and applying new technologies, ensuring cohesive teamwork

throughout the development process.