

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: Intro to Digital Forms, Programming I, II, and III, Machine Organization & Programming, Intro to Computer Engineering, Intro to Algorithms, Computer Graphics, Analytical Methods for Electromagnetics Engineering, Signals, Information & Computation, Digital System Fundamentals, Intro to Electrical Engineering, Building User Interfaces, Game Design I, Game Design II, Software Engineering, CS Capstone, Intro to Big Data Systems, 3D Digital Studio I

Study Abroad Program: UW in London

January 2023-April 2023

- Placement in an international work internship in Computer Science and engaged in coursework with an international perspective.

Work Experience

Toast

June 2023-August 2023

Software Engineering Intern

Boston, Massachusetts

- Proficiently utilized Swift programming language to develop an employee tooltip feature for application usage.
- Collaborated closely with a Toast development team to craft a mobile application facilitating streamlined access to shift schedules and payment information for numerous restaurant employees.
- Applied Agile methodologies, demonstrating strong teamwork and communication skills, eventually making significant contributions to standup meetings and sprint planning sessions within the team.

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.

Skills and Interests

Programming Languages

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

Skills

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

Dungeons and Dragons

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

Extracurricular Activities

Game Design and Development Club

September 2023-present

- Collaborated with diverse team members during a week-long game jam hosted by Respawn Entertainment.
- Strengthened communication and adaptability by swiftly learning and applying new technologies, ensuring cohesive teamwork throughout the development process.

Zeta Beta Tau Fraternity, University of Wisconsin-Madison

January 2021-present

- Active member of ZBT fraternity, a vibrant community of leaders with a focus on good character and philanthropy.
- Participated in philanthropic events throughout the year raising thousands of dollars.