

# Jordan Levy

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## LINKS

WEBSITE:// JORDANLEVY.DEV  
GITHUB:// JORDANLEVY96  
LINKEDIN:// JORDANLEVY96

## SKILLS

### PROGRAMMING

- Bash
- C/C++
- CSS3/SCSS
- HTML5
- Java
- JavaScript/TypeScript
- Python
- Scala
- SQL

### TECHNOLOGY

- AWS
- Git
- Godot (GDScript)
- GraphQL
- $\LaTeX$
- NodeJS
- Neo4J
- ReactJS
- TeamCity
- Unity (C#)
- Unreal Engine 5
- VueJS (Nuxt)

### OTHER

- Agile/Scrum
- Confluence/JIRA
- Creativity
- Kanban
- Leadership
- Patience
- 121 WPM Typing Speed
- Fluent English
- Intermediate Spanish

## COURSEWORK

Game Design  
Graphics Programming  
Artificial Intelligence  
UI/UX  
Databases  
Operating Systems  
Fiction Writing  
Applied Linguistics  
(Teaching Asst)  
Software Engineering

## WORK EXPERIENCE

### BIGSPARK | SENIOR SOFTWARE ENGINEER

January 2021 – September 2023 | Edinburgh, UK

- Automated build and deployment pipelines for Scala microservices production releases at enterprise scale using TeamCity, Ansible, and AutoSys.
- Organized and managed an intern program for an in-house data quality tool using Apache Spark and Amazon Deequ.
- Managed a team of data engineers and data analysts to architect and build a hybrid cloud/on-prem data flow for 30 data sources using Snowflake and StreamSets.
- Led front-end development for serverless Vue/Nuxt web app.

### PUBLICIS SAPIENT | SOFTWARE ENGINEER

June 2019 – October 2020 | New York, NY, USA

- Implemented Agile and Kanban methodologies to deliver software for Marcel, a global networking platform with 80,000 users.
- Developed and launched suite of ExpressJS microservices for Natural Language Processing to replace an expensive black-box solution.
- Engineered an analytics platform for Data Science & Analytics team using Azure Databricks and GraphQL interface.
- Optimized intent-based searches by developing a Quality Assessment tool using Docker containers and TensorFlow.

## SELECTED PROJECTS

### GMTK GAME JAMS

#### Life of Prey – 2023

- A “Roles Reversed” hunting game developed solo with Godot/GDScript.
- Procedural level generation, integrated SFX, menus, and animations.

#### Born to Die – 2022

- “Roll of the Dice” board-game themed adventure game.
- Led design, composed music, and programmed main gameplay loop in Unity C#.

#### Meowtchmaker – 2021

- “Joined Together” card-based matchmaking game in Unity.
- Led development, project management, and integration.

### C++/OPENGL 3D ENGINE

- Data-Oriented-Design (DOD) game engine utilizing Entity-Component-System (ECS) design pattern.
- Embedded Lua and Python scripting systems for gameplay logic.
- Implemented Tetris gameplay as example.

### PERSONAL WEBSITE

- Designed, implemented, and deployed full PWA, SPA-modeled website.
- UI/UX built using Vue, Nuxt, and TypeScript.
- Hosted on Netlify utilizing their global CDN.

## EDUCATION

### CALIFORNIA POLYTECHNIC STATE UNIVERSITY, SAN LUIS OBISPO

BSC. IN COMPUTER SCIENCE, MINOR IN ENGLISH

2014 – 2018 | San Luis Obispo, CA, USA / Melbourne, AU