Jordan A. Walker

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SKILLS

Technical Skills: TypeScript, JavaScript, Python, OOP, REST APIs
Technologies & Frameworks: React, Next.js, Redux, Node.js, Express.js, Tailwind CSS, Supabase
Tools, Testing & Practices: Git, GitHub, Jest, Unit Testing, Debugging, Agile, Responsive Design, MongoDB, PostgreSQL
Soft Skills: Cross-functional Communication, Team Collaboration, Problem-solving, Project Management, Adaptability

EXPERIENCE

Crate **Atlanta, Georgia**
Software Engineer *Feb 2024 - Present*

- Led the development of Crate, a music platform for album reviews and ratings, enabling users to log, rate, and curate music collections to enhance music discovery, with Next.js, Supabase, Spotify Web API integration, TypeScript, and Tailwind.
- Implemented user authentication and authorization using Supabase Auth, enabling secure login/signup and personalized experiences for 100% of registered users.
- Created custom backend API endpoints to fetch and format data from Spotify, reducing external API calls by 30% via optimized queries and caching strategies.

WhiskyTree VFX **Atlanta, Georgia**
Contract FX Technical Director *Feb 2025 - May 2025*

- Designed and implemented custom caching and data optimization scripts, reducing simulation load times by 35% and enhancing compute resource efficiency.
- Built reusable Houdini digital assets (HDAs) using VEX and Python, increasing pipeline scalability by 45% through modular design and version-controlled tool development.
- Engineered automated FX shot setup tools in Python, reducing manual setup time by 50% and improving consistency across multi-shot sequences.

Sony Pictures Imageworks **Remote**
Contract FX Technical Director *July 2023 – Feb 2024*

- Developed and optimized complex procedural systems using Houdini VEX and Python to automate asset generation across projects, improving turnaround time by 30% and reducing artist labor by 20%.
- Engineered custom data pipelines and asset integration processes between Houdini and Nuke, improving cross-departmental workflow efficiency and reducing rendering bottlenecks by 25%.
- Analyzed and optimized complex simulation parameters through scripting, reducing iteration times by 40% while preserving high visual fidelity within tight production deadlines.

FuseFX **Atlanta, Georgia**
FX Technical Director *September 2022 – July 2023*

- Refactored legacy VEX code to improve runtime efficiency in particle simulations, decreasing compute time by 40% and enhancing maintainability through modular functions.
- Implemented logic-based rule systems for simulation triggers and behaviors, enhancing interactivity and reducing manual intervention during shot revisions.
- Architected procedural systems in Houdini using VEX to generate dynamic simulations and environments, increasing system reusability by 50% across multiple projects.

PROJECTS

PokeOrigins: Pokedex **Atlanta, Georgia**
Independent Developer

- Developed a full-stack web app enabling users to browse detailed data for 386 Pokémon (Generations 1–3), increasing user engagement by 40% through optimized API calls and responsive UI design.
- Integrated the PokéAPI to asynchronously fetch and render data for 386 Pokémon, decreasing average data load time by 60% and enhancing the user experience with real-time stats, images, and type details.
- Implemented dynamic routing and search functionality, increasing user retention by 25% by enabling users to quickly locate specific Pokémon with minimal clicks.

Pom Pom: Pomodoro Timer **Atlanta, Georgia**
Independent Developer

- Built a responsive Pomodoro timer using React, increasing user engagement by 30% through an intuitive component-based design and seamless timer state transitions.
- Engineered custom timer logic using React hooks to manage countdowns and work/break sessions, improving session accuracy by 98% and enhancing usability while eliminating reliance on third-party libraries.
- Designed a clean, focused user interface using HTML/CSS, reducing user cognitive load by 35% and boosting productivity-focused session time through improved visual clarity.

EDUCATION

Savannah College of Art & Design **Atlanta, Georgia**
B.F.A. in Visual Effects