

Jordan Walker

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WORK EXPERIENCE

Whiskytree

Atlanta, GA

Contract FX Technical Director

Feb 2025 - Apr 2025

- Developed and optimized a comprehensive procedural system for point instancing, resulting in a 40% reduction in rendering times across projects, significantly enhancing workflow efficiency.
- Spearheaded the integration of advanced simulation techniques across departments, achieving a 70% reduction in memory overhead and enhancing processing efficiency for over 200 active projects within a six-month timeframe.

Sony Pictures Imageworks

Remote

Contract Sr. FX Technical Director

Jul 2023 - Feb 2024

- Spearheaded the design and implementation of customizable toolsets for particle simulation systems within SideFX's Houdini using VEX, enhancing workflow efficiency by 40% and significantly reducing project turnaround.
- Developed and implemented procedural systems that streamlined workflows, resulting in a 40% reduction in iteration times across multiple projects, which significantly enhanced overall team productivity by 30%.

FuseFX

Atlanta, GA

FX Technical Director

Sep 2022 - Jul 2023

- Developed and deployed an advanced suite of procedural effects tools, enhancing artists' workflow efficiency by 40% and reducing production time on visual effects sequences from four weeks to two weeks for over 150 projects annually.
- Engineered scalable architectures for complex simulations that supported project growth from initial testing phases to deployment, achieving a performance boost of up to 50% under peak load conditions with minimal resource allocation.

PROJECT EXPERIENCE

100 Devs

Remote

Pom Pom: Pomodoro Timer

- Enhanced real-time feedback mechanisms within the application, leading to a significant improvement in customer satisfaction scores by 25% and an increase in feature adoption rates by over 50%.
- Implemented advanced design patterns across multiple software components, resulting in a significant increase in code reusability that contributed to a reduction in bug rates by 40% during development cycles.

PokéOrigins: Pokédex

- Engineered a dynamic pagination system that enhanced user navigation within the Pokémon database, resulting in a 40% reduction in page load time and improving overall user satisfaction scores by 30%.
- Enhanced API call efficiency by restructuring data handling processes, leading to a 40% reduction in load times and improving user experience.

Schoolhouse Games: Ro Sham Bo!

- Developed and integrated dynamic game logic that delivered real-time feedback to users, enhancing player engagement by 40% and resulting in a 25% increase in average session duration.
- Spearheaded the integration of real-time analytics features into the score-tracking system, providing players with instant feedback on their performance metrics and contributing to a 30% increase in user retention rates.

EDUCATION

100 Devs

Remote

Software Engineering Certificate

Graduation Date: Feb 2025

Savannah College of Art and Design

Atlanta, GA

BFA in Visual Effects

Graduation Date: Jun 2018

SKILLS

Languages: JavaScript, TypeScript, HTML, CSS

Technologies: Node.js, MongoDB, PostgreSQL, Git

Frameworks: React, Express.js