Jordan Rector

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Software & game developer with a knack for creative problem-solving and a keen eye for design thanks to my diverse background and wide-ranging interests. Deeply interested in the mechanisms of decision-making & the factors influencing choices, especially in gaming contexts. Highly adaptable, eager to learn, & always excited to work on fun and impactful projects.

SKILLS

JavaScript • HTML • CSS • Python • Express • Node.JS • React • MongoDB • Bootstrap • LiquidJS • AWS s3 • Postgresql • Django • Socket.io • Axios • Photoshop • Canva • Figma • Unreal Engine 5 • UEFN • Frontend • Backend • Full-Stack • Databases • Algorithms • APIs • Data Structures • Graphic Design • Animation • VFX • Level Design • 3D Modeling • Photography • UX • MVC • OOP • REST • Debugging • Testing • Version Control

SOFTWARE PROJECTS

BLINK   Full-Stack Developer   Mar. 23 - Mar. 23
- Slack clone where users can create and join different channels and chat with other users in real-time
- Utilizes socket.io for bidirectional event-based communication between clients & server
- Built with: HTML, CSS, JavaScript, Node.JS, Express, MongoDB, Mongoose, Bootstrap, React, Axios

hoist{m}   Frontend Manager   Feb. 23 - Feb. 23
- Google Drive/Dropbox clone using AWS s3 cloud storage & multer middleware for file upload
- Collaborative project built with two fellow software developers, in which I acted as frontend manager but also contributed significantly to the backend development
- Built with: HTML, CSS, JavaScript, Node.JS, Express, MongoDB, Mongoose, Bootstrap, React, Axios

Everdell-Wiki   Full-Stack Developer   Jan. 23 - Jan. 23
- Collaborative wiki app based on the board game Everdell
- Made in the MVC system with authentication, authorization, and full CRUD on the app's main resource
- Built with: HTML, CSS, JavaScript, Node.JS, Express, MongoDB, Mongoose, Bootstrap, LiquidJS

Centipede   Full-Stack Developer   Dec. 22 - Dec. 22
- Remake of the classic arcade game, playable directly in the browser
- Features both keyboard & button inputs for player movement & firing projectiles, randomly generated environmental obstacles, level progression, game reset, scoring, & custom pixel art
- Built with: HTML, CSS, JavaScript, Canvas

UEFN PROJECTS

All projects listed below were built in UEFN (Unreal Editor for Fortnite) with a partner, under the pseudonym Ghost.Mouse. As a two person team, development of the following projects required us to undertake a multitude of roles & responsibilities. My primary focus areas included environmental design, lighting, mechanics, 3D modeling, materials, textures, VFX, storytelling, & animation.

MegaSenet_AI & MegaSenet_II   Published: Apr. 24
- Enhanced versions of MegaSenet with improved gameplay mechanics, VFX, assets, animation, etc.
- Single-player vs. AI (MegaSenet_AI) & two-player versions (MegaSenet_II)

Crescent Cove Prop Hunt   Published: Jan. 24
- 2-16 player infection-style pirate-themed prop hunt game

MegaSenet   Published: Sep. 23
- Futuristic, life-size recreation of the ancient Egyptian board game Senet, 2-players
- Winner of the 2023 Epic MegaJam "Left to Your Own Devices" modifier category

1v1 Fight for the Ages   Published: Sep. 23
- 2-player competitive game with a unique tug-of-war mechanic across 5 uniquely themed arenas
- Includes optional game modes (zombies, no-build, etc.) and 12 curated weapon classes

Flowers in December   Published: July 23
- 1-2 player zombie horde escape & puzzle game set in an arctic research station

EXPERIENCE

General Assembly   **Dec. 22 - Mar. 23**
  Software Engineering Immersive Fellow   **Remote**

- Completed 420 hours of expert-led instruction in HTML, CSS, JavaScript, & Python; including hands-on learning of Node.js, Django, Git, GitHub, Express, MongoDB, Mongoose, Postgresql, & other industry-leading technologies

Wooster's Garden   **Jan. 21 - Sep. 23**
  Bartender / Assistant Manager   **Houston, TX**

- Maintained high standards of service in a fast-paced, high-volume environment
- Memorized & executed a menu of over 50 house cocktails & prevalent classic cocktails
- Designed & implemented seasonal cocktail menus
- Oversaw ordering, vendor relations, & inventory management for all beverage items

Brix Wine Cellars / Brixology Crafted Cocktails   **Mar. 17 - Aug. 20**
  Beverage Director   **Houston, TX**

- Conducted thorough research on current trends to develop & enhance the beverage program
- Implemented new processes focused on improving efficiency & streamlining production, trained all bar staff, and ensured adherence to quality & safety standards
- Created over 50 original cocktails and mentored bar staff in developing their own unique creations
- Managed beverage inventories for two bar/restaurants simultaneously, optimizing stock levels and reducing waste
- Played a key role in the successful transition to a to-go model during quarantine by managing online ordering platforms, overseeing photography, graphic design, social media presence, and marketing materials in addition to solely developing and producing to-go "cocktail-kits" for sale

EDUCATION

General Assembly   **Dec. 22 - Mar. 23**
  Software Engineering Immersive   Remote
Web Developer Bootcamp   **Nov. 21 - Jan. 22**
  Udemy   Remote
Lone Star College System   **Aug. 18 - Mar. 19**
  Graphic Design Major   Remote