Jordan Rector

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Motivated software and game developer with a strong foundation in front-end technologies, back-end systems, and game design. Experienced in building responsive web applications, creating immersive game experiences, and collaborating with teams to bring creative ideas to life. Highly adaptable, eager to learn, and always excited to work on fun and impactful projects.

Skills

JavaScript | HTML | CSS | Python | React | Node.JS | Express | MongoDB | Mongoose | Django | Bootstrap | LiquidJS | AWS s3 | PostgreSQL | Socket.io | Git | GitHub | Axios | Databases | Algorithms | Data Structures | OOP | REST | MVC | Debugging | Testing | Version Control | Photoshop | Figma | Unreal Engine 5 | UEFN | Graphic Design | Animation | VFX | Level Design | 3D Modeling |

Experience

Ghost Mouse Studios | Co-Founder   **04/2023 - Present**

Designing Fortnite maps as an independent game development team in UEFN (Unreal Editor for Fortnite) and publishing through Fortnite Island Creator Program. Achieved lifetime play count exceeding 30,000 across all published maps. Driving level design, game mechanics, 3D modeling, materials, textures, VFX, and animation to ensure high-quality content within the team.

Published Maps:

MegaSenet_II & MegaSenet_AI: Delivered enhanced versions of MegaSenet featuring refined gameplay mechanics, improved VFX, advanced animation, and over 50 new custom 3D assets, materials, and textures.

Crescent Cove Prop Hunt: Created pirate-themed, infection-style prop hunt game supporting 2-16 players, while offering immersive multiplayer experience.

MegaSenet: Recreated the ancient Egyptian board game "Senet" in a futuristic, life-sized format, winning the 2023 Epic MegaJam "Left to Your Own Devices" modifier category.

1v1 Fight for the Ages: Constructed five distinct arenas and incorporated original tug-of-war-style gameplay mechanics for a 2-player competitive game.

Flowers in December: Developed 1-2 player zombie escape and puzzle game set in an arctic research station, while blending intense action with strategic gameplay. Launched with over 7,500 active players on the first day.

General Assembly | Software Engineering Immersive Fellow   **12/2022 - 03/2023**

Completed 420 hours of advanced instruction in HTML, CSS, JavaScript, and Python, involving practical application of Node.js, Django, Git, GitHub, MongoDB, Mongoose, PostgreSQL, and other leading technologies.

Projects:

BLINK: Engineered Slack clone allowing users to form and join multiple channels for real-time communication by leveraging socket.io for effective bidirectional event-driven communication between clients and server.

hoist{m}: Directed frontend development and played a key role in backend development in partnership with 2 fellow software developers. Constructed Google Drive/Dropbox clone using AWS s3 cloud storage and multer middleware for streamlined file uploading.

Everdell-Wiki: Developed collaborative wiki application inspired by the board game "Everdell", featuring MVC framework, user authentication, authorization, and CRUD operations for the main resource.

Centipede: Integrated features such as random environmental obstacle generation, level advancement, scoring systems, game reset functionality, and custom pixel art.

Wooster's Garden | Bartender / Assistant Manager   **01/2021 - 09/2023**

Streamlined operations in a high-volume setting, enhancing efficiency and ensuring top-quality service delivery. Developed and executed creative solutions through the design and launch of seasonal cocktail menus, demonstrating project ownership and innovation.

Brix Wine Cellars / Brixology Crafted Cocktails | Beverage Director   **03/2017 - 08/2020**

Optimized beverage program efficiency by researching trends, implementing new processes, and training staff; resulting in improved productivity and consistent quality. Led the successful pivot to a to-go model during quarantine, managing online platforms, design, and marketing while simultaneously overseeing inventory and production for two bar/restaurants.

Education

General Assembly | Software Engineering Immersive | **12/2023 - 03/2023**
Lone Star College System | Graphic Design Major | **08/2018 - 03/2019**