

Jordan Ireland

Phoenix, AZ (willing to relocate) • me@jordan-ireland.com • (480) 290-2243 • linkedin.com/in/jordan-b-barton

C#, C++, Python, Java, DirectX11, OpenGL, Unity, Unreal Engine 4/5, Godot

Game Programmer

Innovative Game Programmer with 7 years of experience designing and implementing cutting-edge game mechanics and systems to increase player engagement and game code optimization. Skilled in collaborating with cross-functional teams and maintaining a strong commitment to delivering high-quality game experiences.

WORK EXPERIENCE

Software Development Engineer I – Experis Game Solutions

Feb 2023 – present

At Experis Game Solutions, I got the chance to work on many titles from Xbox Game Studios including my main project: Microsoft Flight Simulator 2020. My responsibilities included creating automations for the quality assurance team as well as AI automations that handled in-game actions (such as flying multi-point flights and landing) for overnight testing. This code was written in a custom WPF application using C# as well as writing C++ code in an existing codebase.

- Writing and maintaining C# game testing/automation software and C++ game code
- Implemented AI bot automations for extended game play to ensure quality player experiences
- Monitoring the technical performance of internal systems
- Partnered with leads and STEs to define and identify telemetry plans
- Presented data-centric reports, test reviews, and process improvements to clients

Shader and C# Programmer – Martian Games Studio

Feb 2022 – June 2022

Martian Games Studios was a great dip into the world of Indie game development with a studio making AAA quality games. My responsibilities was to create realistic shaders for a futuristic world and planetary atmosphere using both HLSL and Unity's Shader Graph for use in the URP. I also wrote C# code for the multiplayer NPC AI and optimized code to run on lower end machines.

- Created and tested AI state machines with C#
- Programmed shaders using Unity's URP (Universal Render Pipeline)
- Troubleshooted multiplayer NPC AI to fix bugs and optimize code
- Created and managed URP scenes for an open world cityscape and subway scene

Data Science Team Lead – Lambda School

Oct 2019 – Jan 2020

While at Lambda School, I implemented many changes to the structures of students' learning experiences. Here I also learned a lot about LLMs, Data Engineering, and many other types of machine learning. I incorporated the upgrade from Python 2.7 to 3.0 and wrote articles about Python and other programming languages that got over 30,000 unique visitors.

- Led a cohort of 20 students in team meetings and group projects, and graded student assignments
- Created testing materials and monitored GitHub repositories to keep code up to current programming standards
- Worked with Section Lead to incorporate new ideas and projects into curriculum, including new python modules and upgrading from Python 2.7 to Python 3

Web Developer – Contractor

2013 – present

As an independent contractor, I was able to use new technologies for different client needs and adjust them when needed. I mainly used PHP for any APIs that were needed and JQuery for an interactive experience.

- Designed and created websites for clients based on their needs
- Programmed administrator pages for updating and changing content
- Upgraded existing websites to meet accessibility standards

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SKILLS & COMPETENCIES

- C#, C++, Python, Java
- Maya, Blender, Revit, Photoshop
- Unity, Unreal Engine 4/5, Godot
- Code Optimization
- Debugging
- Multi-platform Development (Xbox, Windows, Steam)
- HTML/CSS, JavaScript, PHP
- SQL and KQL
- DirectX11, OpenGL
- Game Mechanic Design
- Database Management
- Game Engine Development

EDUCATION

Full Sail University – BS Game Development

2021 – Mar 2024

- C#, Unity, C++, Unreal Engine, Python, Assembly

Lambda Schools – Apprenticeship in Data Science

2019 – 2021

- Descriptive & Predictive Statistics, Data Engineering, Machine Learning, Deep Learning

PROFESSIONAL PROJECTS

- **Microsoft Flight Simulator (2020) – Xbox Game Studios** – Software Development Engineer
- **BorgVerse (2022) – Martian Games Studio** – Shader & C# Programmer