

Jordan Popkewitz Alper

jordanalper22@gmail.com | jordanalper.com | ***-***-**** | Bedford, MA 01730

Education

University of Utah

Expected Graduation May 2027

Master of Entertainment Arts and Engineering, Game Design Track

- Relevant Coursework: Design I: Gameplay Content, Game Design, Rapid Prototyping, C++ Game Programming

University of Wisconsin-Madison

May 2024

Bachelor of Science, Computer Science, Minor in Game Design, Dean's List Fall 2023

- Relevant Coursework: Game Design I, Game Design II, 3D Digital Studio I, Introduction to Digital Forms, Building User Interfaces

Study Abroad Program: UW in London

January 2023-April 2023

- UW study abroad program & computer science internship at Kotini.

Projects

Fire Light

Technical Designer

- Designed and implemented core gameplay systems including firefly movement, pattern matching, lighting behavior, and collection mechanics for a 5-person Unreal Engine 5.5.4 project created for the 2025 Epic Megajam.

Before the Fire Fell - Skyrim Mod

Designer & Developer

- Designed and developed *DragonHeartQuest.esp* for Skyrim Special Edition, creating levels, quests, dialogue, and narrative design with original writing and voice acting as part of a 3-person team using the Skyrim Creation Kit.

Victory Gallery

Level Designer & Game Engineer

- Implemented puzzle mechanics and designed levels for a narrative-driven experience where players solved riddles by snapping objects into place and uncovering a symbolic final reveal.

Stick & Bug

Game Engineer

- Created and published a short experimental game called Stick & Bug for a prototyping course, focusing on fast iteration and concise mechanical design.

Echoes of the Wilds

Technical Designer

- Designed and implemented gameplay systems, levels, UI, and audio for Echoes of the Wilds, a 5-person Unity 2022 action-adventure game with survival, exploration, and base-building elements.

Maneuver Mansion

Technical Designer

- Integral team member on a one-week puzzle game project in Godot. Orchestrated seamless teamwork among a three-person team. Responsible for coding tasks, UI design, and game design.

Holos Capstone Project

- Created a VR environment in Unity and wrote code for OpenAI integration, including voice-to-voice interaction.

Work Experience

Toast

June 2023-August 2023

Software Engineering Intern

Boston, Massachusetts

- Developed and integrated a Swift tooltip component for Toast's iOS app, improving developer experience and user clarity.
- Collaborated cross-functionally to prototype mobile UI features supporting 500+ restaurant employees.

Kotini

February 2023-April 2023

Software Developer Intern

London, United Kingdom

- Built four React-based home ownership calculators for Kotini's website, focusing on responsive UI and clean UX design.
- Collaborated in a fast-paced startup environment to deliver polished front-end features on a tight timeline.

Technical Skills

- C#, GDScript, C++, JavaScript, TypeScript, React, Swift
- Unity, Unreal Engine 5, Godot, GBStudio
- Perforce, Diversion, Git, Miro, Trello, Jira, Notion, Agile, Figma, Docker, Photoshop, Maya, Premiere Pro

Extracurricular Activities

Dungeons & Dragons

- Dungeon Master and player for 6+ years, designing homebrew characters and collaborative storytelling campaigns.

Game Design and Development Club

September 2023-May 2024

- Exhibited versatility in mastering new tech, fostering seamless teamwork and enhancing communication dynamics.