

ZACHARY JORDAN

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Education

Rochester Institute of Technology

Rochester, NY

Bachelor of Science, Game Design & Development, 4.0 GPA

Expected Graduation: May 2027

- **Selected Coursework:** Real Time Simulation of Games (C++), Game Development & Algorithmic Problem Solving (C#), Rich Media Web App Development (HTML, CSS, JavaScript, TypeScript)
- **Awards:** Dean's List Fall 2023, Spring 2024, Fall 2024, Spring 2025

Experience

Rochester Institute of Technology

Rochester, NY

Resident Advisor

August 2024 - Present

- Act as a student leader to assist and develop a safe and inclusive community amongst residents
- Adapt and pivot to resolve unpredictable and complex conflicts between residents and within RIT Residence Life
- Accurately and timely communicate with a staff of 200+ people to disseminate pertinent information and organize residential events

Solu Technology Partners

Rochester, NY

Software Engineer Co-Op

August 2025 - June 2026

- Worked within a dynamic Agile project team developing large-scale professional web applications and microservices using Java and Spring Boot
- Developed an Agentic AI agent used to process client payrolls through email, boosted successful payroll processing rates from 10% to 60% within a 6-week timeframe
- Leveraged skills in SQL and MongoDB to write scripts in order to effectively handle client data within various applications and microservices
- Contributed to overall technical and product design and ensured client expectations were met

Projects

Peaceland - [Project Link](#)

September 2024 - May 2025

- Designed and developed a complex narrative-driven game in the Unity engine, built for mobile devices
- Worked as a gameplay developer and wrote C# scripts for both backend systems and various mechanics for the game
- Worked with international organizations and students to ensure authenticity in game design
- Presented the project at the 2025 Serious Play Conference at St. John Fisher University

Topping Tumble - [Project Link](#)

March 2024 - August 2024

- Designed and developed a 2D puzzle game in the Monogame framework
- Worked as a gameplay developer to develop an in-house physics engine for the game using C#
- Took project beyond academic scope and completed it during the summer to publish on Itch.io

Technical Skills

Languages: C#, C++, CSS, GDScript, HTML, Java, JavaScript, Python, SQL, TypeScript

Developer Tools: Bitbucket, Chrome Devtools, Docker, Git, GitHub, Godot, Gradle, Jenkins, JetBrains IDE Suite, Jira, Microsoft Office Suite, Microsoft Visual Studio, Postman, Unity, Unreal Engine 5 (C++ and Blueprints), VSCode

Technologies/Frameworks: Claude Agent SDK, MongoDB, Monogame, Node.js, OpenGL, SFML, Spring Boot