



Jordan Hill

Senior Software Engineer • He/Him

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<https://hillj35.github.io/Portfolio/> 

ABOUT ME

After my dad found 12 year old me trying to make Monopoly in PowerPoint he sat me down with Visual Studio and I've been programming ever since! I take pride in being a well rounded developer and am interested in all aspects of game development with an emphasis in gameplay programming and graphics engineering.

SKILLS

Unity Game Development
C#, C++, Python
Vulkan, OpenGL
HLSL, GLSL
Unity URP/HDRP
Unity Scriptable Render Pipeline
Unity Shader Graph
Unity UI Toolkit
Git Source Control
3D Math/Linear Algebra

EDUCATION

BS Computer Science
Western Washington University
Bellingham, WA | Graduated 2017

PORTFOLIO

[WEBSITE](#)

[GITHUB](#)

[FIRST DAY AT MAZE CORP.](#)

[PROJECT PRAELIUM](#)

PERSONAL PROJECTS

PROJECT PRAELIUM

Unity Game | 2022 - 2023

[Project Praelium](#) is a JRPG inspired demo developed in Unity in collaboration with [@Colbydude](#). Our goal was to create a challenging and rewarding turn based battle system as a proof of concept before developing more of the game. I've been responsible for gameplay/battle system programming, level design, shader programming, UI design, and gameplay system design. Project Praelium was released on [itch.io](#) in December 2023 as an approximately 1 hour long playable demo.

FIRST DAY AT MAZE CORP.

Unity Game | 2025

[First Day at Maze Corp.](#) is a 3D, first person puzzle game where players must navigate a labyrinth office by drawing on the walls to leave themselves notes. Maze Corp. was made for [Brackeys Game Jam 2025.1](#) with [@Colbydude](#) and ranked 59th out of 2199 entries with high scores in visuals, innovation, and enjoyment. I utilized Unity's Scriptable Render Pipeline to achieve our visuals with custom render passes and shaders. You can read more about that process [here!](#)

WORK EXPERIENCE

SLALOM

Senior Software Engineer | Sep. 2017 - Apr. 2024

Worked directly with various clients as a software developer and consultant to build software solutions including complex data pipelines, full stack web development, and machine learning models.

- Developed, tested, and reviewed scalable and performant code.
- Worked in AGILE teams to deliver high quality solutions to clients.
- Wrote code in C#, Python, Javascript, and Java.
- Deployed applications on AWS, GCP and Azure.