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DOE Q Clearance

Programming Languages

C#
GLSL/HLSL
Java
Python
JavaScript
C++
SQL
HTML/CSS

Software

Unity 3D
Unreal Engine
Autodesk Maya
Blender
Adobe Photoshop
Adobe Premiere Pro
Adobe After Effects
Adobe Illustrator
Procreate
Power BI
Git

AI Frameworks

Tensor Flow
PyTorch
Unity Machine Learning
Custom Models

Software Frameworks

PyQt
Swagger
.Net
ThreeJS

EDUCATION

MASTER OF ARTS IN GAME DESIGN

LINDENWOOD UNIVERSITY – BEGINNING FALL 2026

- **Specialization:** Will focus graduate education on advanced game design and development integrating realistic and stylized immersive experiences with real world application. Research will specialize not only in the integration of innovative technologies, such as AI driven tools and workflows, interactive virtual reality experiences, and physical based rendered 3D models and graphics, but also on emerging technologies in digital learning experiences and training applications.

MAY 2026

BACHELOR OF ARTS IN GAME DESIGN AND DEVELOPMENT

UNIVERSITY OF NEW MEXICO - GRADUATING WITH HONORS (3.90 GPA)

- **Capstone:** Designed and developed 3rd person 3D puzzle game in Unreal Engine that leverages character-controlled physics-based ragdoll simulations, dynamic fluid simulations, visual effects, and enemy AI driven by behavior trees and state machines.
- **Senior Project:** Designed and developed 3D isometric interactive education focused arcade style game in Unity 3D.
- **Notable Projects:**
 - Constructed a method to transform 2D images to 3D holographic experiences through physical projection techniques.
 - Developed a rendering engine to visualize mathematical patterns modeling swarm behaviors that reacts to music.
 - Developed a custom markup language with embedded logic to facilitate narrative design capabilities for cross-compilation that is game engine agnostic.

MAY 2024

ASSOCIATES IN ARTIFICIAL INTELLIGENCE

CENTRAL NEW MEXICO COMMUNITY COLLEGE

- **Senior Project:** Created custom AI training models using Unity's reinforcement learning library to create realistic creature behavior for a digital zoo experience.

MAY 2024

ASSOCIATES IN COMPUTER PROGRAMMING

CENTRAL NEW MEXICO COMMUNITY COLLEGE

- **Senior Project:** Developed augmented reality presentation in ThreeJS using mobile devices to present an interactive 3D augmented portfolio experience.

PROFESSIONAL EXPERIENCE

JANUARY 2024 – PRESENT

SOFTWARE DEVELOPER | INTERN, SANDIA NATIONAL LABORATORIES

- Developed a custom Python QT front-end application that reduced an existing three-part account creation workflow into a single streamlined process while improving user experience, increasing team productivity by 300%, and significantly reducing manual errors.
- Utilized C# .NET and Swagger to design and implement new API features for customer account and machine management software.
- Maintained code coverage standards through the development of automated test scripts which improved system reliability and data consistency.
- Wrote SQL database queries to generate custom excel reports and Power BI dashboards to support business decisions, improve productivity, and enhance tracking asset tracking.
- Provided troubleshooting and technical support for internal teams to resolve system, data, API, and reporting challenges.

JANUARY 2022 – PRESENT

3D LAB TECH & INSTRUCTIONAL ASSISTANT, UNIVERSITY OF NEW MEXICO FILM DEPT.

- Support university undergraduate 3D modeling, visual effects, and animation students with their software, creative, and coursework challenges through one-on-one troubleshooting, walk-throughs, and training.
- Assist animation and gaming professors as a communication liaison between students, groups, and instructors.
- Provide technical support for classroom lab sessions including operating systems, file systems, and software licensing.

SPECIAL ACCOLADES

- **Best Overall Game Award** – Spring 2025 University of New Mexico Undergraduate Research Opportunity Conference
- **2024, 2025, 2026 University of New Mexico Dean's List**