Jonathan Swardson

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PROFESSSIONAL EXPERIENCE

Technical Classroom/Lab Assistant   **University of New Mexico**
January 2022 – May 2023

- Supported undergraduate 3D modeling and animation students through software, creative, and assignment challenges.
- Oversaw classroom lab sessions to assist with computer access and file management.
- Delivered instructional communication through the explanation of complex topics.

Shift Lead / Head Trainer   **Chick-fil-A**
January 2023 – Present

- Lead and manage team members in customer service and facility operations with additional store opening and closing procedures.
- Train new employees and newly appointed trainers in store operations.
- Track financial transactions and responsible for secure safe management.

EDUCATION

Central New Mexico Community College (3.47 GPA)   *Graduating Summer of 2024*

Pursuing a dual degree in computer programming and artificial intelligence. I will complete my undergraduate degree at UNM in game design and development in May of 2026.
- Software development in Java, C++, Python, JavaScript, C# and more
- Artificial Intelligence NLP model development
- IOT programming and electronics development

New Mexico Homeschool Graduate and GED Recipient   *Graduated May 2023*

PERSONAL TECHNICAL PORTFOLIO

Game Development

Air Mines (Client-Side JavaScript Game)
https://end3r6.github.io/Airmines/

Tools and Utilities

URP Underwater Effects
https://github.com/End3r6/URPUnderwaterEffects

- Features custom-built development editors such as a level editor and a cutscene editor.
- Programmed cut-scenes to manipulate player emotions from level-to-level.

Deception (Brackeys 2022.1 Game Jam Entry)
https://end3r6.itch.io/deception

- Designed an adaptable dialogue system for enhanced character interaction.
- Surpassed 1500 other game submissions in ratings

- Featured depth fog, blurry waterline, caustics, screen distortion, and custom volumetric light rays.
- Demonstrated proficiency in developing and sharing open-source tools.

Volumetric Lighting / Clouds
https://github.com/End3r6/Volumetrics

- Developed Volumetric Lighting and Clouds
- Integrated shadows and all other lighting aspects into this tool

TECHNICAL SKILLS

Programming Languages	Development Environments	Creative Tools	Operating Systems
• C# • Python • C++ • Java • JavaScript • SQL • HTML5 • CSS	• VS Code • Unity3D • Visual Studio • JetBrains IntelliJ • Git/GitHub • GitHub Pro	• Adobe Creative Cloud • Autodesk Maya • Blender • Audacity • FMOD • Microsoft Office	• Mac OS • Unix OS • Linux OS • Windows OS

SUPPLEMENTAL INFORMATION

CNM Dean's List (Summer and Fall -2022)

I expect to reach master's degree.

I have been a singer for the Sandia Youth Homeschool Choir, a soccer player , and a volleyball player.

Outside of school and work, I primarily do music, sports, and art, such as sketching or painting.

I have been a manager at Chick-fil-A for two months.

The person who referred me for this position is my professor Bruce Kerry.

My preferred name is JD.

I played Soccer and Volleyball at a varsity level in the last four years.

I am very adaptable with work location; I can work on site and remote.