

# Jordan Walker

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## SUMMARY

I got into programming while working as an FX Artist within the Film and Television Industries. During that 7 year span I began using code to create many physically based simulations, optimize technical workflows, and build internal tools to streamline workflows.

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## SKILLS

<b>Languages</b>	TypeScript, Python, SQL
<b>Frameworks &amp; Technologies</b>	React, Node.js, Next.js, Express, FastAPI, REST APIs
<b>Databases &amp; Tools</b>	PostgreSQL, SQLite, Git, Docker

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## PROJECTS

### Crate

TypeScript · React · Next.js · Supabase · Tailwind CSS

[Live Demo](#)

- Built a full-stack social platform for tracking, rating, and reviewing music albums, inspired by modern media-centric community applications.
- Developed responsive frontend interfaces using React and TypeScript, implementing dynamic state management, reusable UI components, and user-driven interactions.
- Designed backend systems and database architecture to support user authentication, album reviews, ratings, and scalable social features using Node.js, Python/Django, and PostgreSQL.

### PRISM Media Player

TypeScript · Python · React · FastAPI · SQLite · python-vlc · Tailwind CSS

[GitHub](#)

- Developed a custom media player application featuring audio/video playback controls, dynamic UI interactions, and responsive media management workflows.
  - Engineered modular frontend components and application state handling to support playback functionality, playlist management, and real-time user interaction.
  - Implemented optimized media loading and playback systems with a focus on usability, performance, and maintainable application architecture.
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## EXPERIENCE

### Whiskytree VFX — Atlanta, GA

Feb 2025 – May 2026

Senior FX Artist (Contract)

- Led development of procedural FX systems for both stylized and photorealistic large-format media projects, including complex particle-based simulation workflows for the Las Vegas Sphere.
- Designed and implemented a data-driven procedural system that simulated real-world lighting rigs, with animation and lighting behavior dynamically controlled by audio input data.

### Sony Pictures Imageworks — Montreal, QC

July 2023 – Feb 2024

Senior FX Artist (Contract)

- Identified and resolved a critical issue in a production simulation workflow by implementing validation logic to prevent incorrect system behavior and improve reliability.
- Developed event-driven procedural simulation systems that dynamically responded to animation and character state data.

### FuseFX — Atlanta, GA

Sep 2022 – July 2023

FX Artist

- Engineered a modular procedural simulation system in Houdini that reduced iteration time by 40% and enabled rapid customization across production workflows.
  - Developed scalable simulation setups for complex multi-material destruction systems, improving realism and controllability in high-impact production sequences.
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## EDUCATION

### Savannah College of Art & Design

May 2021

B.F.A. Visual Effects · Concentration in Procedural Effects & Simulation