

Jordan Ireland

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C#, C++, Python, Java, PHP, DirectX11, OpenGL, Unity, Unreal Engine 4/5, Godot

WORK EXPERIENCE

Full Stack Engineer – Ware Malcomb

07/2025 – present

- Developed client-facing web applications featuring interactive, data-driven dashboards for project visibility and reporting
- Built internal analytics tools to monitor ROI, track error rates, and centralize team feedback across project workflows
- Designed and developed a custom internal application to streamline the general contractor bidding process for cross-functional teams
- Developing a real-time application in Unreal Engine

Software Development Engineer I – Experis Game Solutions

02/2023 – 01/2025

- Launched Microsoft Flight Simulator 2024
- Writing and maintaining C# game testing/automation software and C++ game code
- Implemented AI bot automations for extended game play to ensure quality player experiences
- Monitoring the technical performance of internal systems
- Partnered with leads and STEs to define and identify telemetry plans
- Presented data-centric reports, test reviews, and process improvements to clients

Shader and C# Programmer – Martian Games Studio

02/2022 – 06/2022

- Developed and tested AI state machines with C#
- Programmed shaders using Unity's URP (Universal Render Pipeline)
- Troubleshooted multiplayer NPC AI to fix bugs and optimize code
- Composed and managed URP scenes for an open world cityscape and subway scene

Data Science Team Lead – Lambda School

10/2019 – 01/2020

- Led a cohort of 20 students in team meetings and group projects, and graded student assignments
- Revised testing materials and monitored GitHub repositories to keep code up to current programming standards
- Worked with Section Lead to incorporate new ideas and projects into curriculum, including new python modules and upgrading from Python 2.7 to Python 3

Web Developer – Contractor 2013 – 2025

SKILLS

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| • C#, C++, Python, Java | • HTML/CSS, PHP, JavaScript |
| • Unity, Unreal Engine 4/5, Godot, DirectX11, OpenGL | • Game Mechanic Design |
| • Multi-platform Development (Xbox, Windows, Steam, Linux) | • Game Engine Development |
| • MySQL, SQLite, PostgreSQL, MongoDB, KustoDB | • Apache Web Services |

EDUCATION

Full Sail University – BS Game Development - 2021 – 2024

C#, C++, Unity, Unreal Engine 4/5, Assembly, Game Design and Development

Lambda Schools – Apprenticeship in Data Science - 2019 – 2021

Descriptive & Predictive Statistics, Data Engineering, Machine Learning, Deep Learning, Python

PROFESSIONAL PROJECTS

Microsoft Flight Simulator 2024 – Xbox Game Studios – Software Development Engineer I

Microsoft Flight Simulator 2020 – Xbox Game Studios – Software Development Engineer I

BorgVerse (2022) – Martian Games Studio – Shader & C# Programmer