

Janessa Walpole

Software Engineer · Game Developer

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EXPERIENCE

Cloud & AI Engineer Intern · *Altivum Inc.* June 2026 – Aug 2026

- Developing cloud-integrated AI tooling for local business clients using AWS and the Claude API
- Pursuing AWS Cloud & AI Practitioner and Claude API developer certifications

Student Assistant · *APSU Dept. of Computer Science* Feb 2024 – Present

- Support faculty across the CS department; evaluate and provide feedback on student-submitted code

Govs Gaming Club · *Austin Peay State University*

Vice President

Apr 2026 – Present

Secretary

Jan 2024 – Apr 2026

- Co-organized the club's debut tournament appearance at F2CON, where the team defeated MTSU in a tiebreaker Tekken 8 match in front of ~1,000 online viewers, winning a \$2,500 prize

PROJECTS

Owlbear Suite — *JavaScript · Owlbear SDK* Shipped

- Two virtual tabletop extensions for Owlbear Rodeo: a full-featured character sheet (HP tracking, dice rolling, damage calculation, inventory management, GM permission controls) and a shared campaign notepad with player/DM content separation — comparable in scope to a lightweight D&D Beyond, tailored to a niche TTRPG
- Handles real-time data sharing between GMs and players within the Owlbear platform

Source: github.com/sabredorko

Bond Builder — *Unity · C# · Blender* In Development

- 3D molecule assembly sandbox built in collaboration with an APSU faculty member as an interactive educational tool; handles 3D asset pipelines from Blender through Unity

keyQuack — *Godot · GDScript* Shipped

- Desktop productivity pet built with fully hand-drawn original assets; a duck companion rewards active typing by diving for fish, tracked via keystroke counters and an AFK timer
- Responded to user feedback post-launch and shipped a quality-of-life update within 24 hours: added session persistence, rebalanced progression, and improved timer UX

Play / Download: sabredorko.itch.io/keyquack

EDUCATION

B.S. Software Engineering · *Austin Peay State University* Expected May 2027

- Dean's List — 3 consecutive semesters

A.S. University Studies · *Austin Peay State University* May 2026

SKILLS

Languages: JavaScript, Python, C#, GDScript, HTML & CSS

Tools: Unity, Godot, Blender, Git & GitHub, Claude API, AWS (in progress)

Strengths: Game development, plugin/extension systems, 2D/3D art pipelines, UI design