Andy Jordan

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CA, United States 📍

Skills

Unity Development – Mastery of Unity engine & editor. Mastery of game development/engineering aspects including game architecture design, project structure scalability, unit/integration testing, performance optimization & debugging. Other strengths include virtual reality principles, advanced shader programming topics, 3D assets with 3ds Max, and texturing with Affinity Designer.

DevOps Engineering – Proficiency with creating custom CI/CD solutions through popular DevOps platforms such as Azure DevOps, GitHub Actions, GitLab CI.

Configuration Management – Ability to analyze and design highly scalable project architecture. Integration and maintenance of private package feeds through package management systems such as NuGet, GitHub Package Registry, Unity Package Manager (i.e. scoped registries).

.NET Framework - Fluency in .NET SDK, customized .NET tool development, .NET NuGet configuration (including configuration of internal package feeds), and Dotnet Script scripting.

Object-Oriented Programming - Fluency in C# language conventions and idioms. UniTask asynchronous programming. Familiarity with canonical design patterns, principles, and practices.

Software Distribution – Familiarity with testing, deployment, and maintenance of applications on popular software distribution platforms including Apple App Store, Google Play, itch.io.

Web Development – Proficiency with web technologies including static site generation (e.g. Hugo, Jekyll) and web hosting (e.g. Digital Ocean, GitHub Pages).

Miscellaneous – Ubuntu, Bash, Powershell, LaTeX, Markdown, YAML, Cloud Computing, NPM, Version Control, Agile Development, Kanban, WordPress, Microsoft Office, InVision Prototyping.

Professional Experience

2018 - 2020   **Lead Software Engineer**, *Naval Information Warfare Center Pacific*
Redesign architecture of legacy systems and execute with modern technologies such as Unity and Azure DevOps. Regularly participate in user testing with active warfighters, researchers, and product managers.

2015 - 2018   **Private Tutor**, *Learning Support Center (San Diego State University)*
Facilitated intuition, professional effectiveness, and academic success of undergraduate students.

Portfolio

2020 - 2021   **Pro Tracer/Star Pack**, *Unity Asset Store*
Published professional VFX packages along with marketing material and interactive demoware.

2020   **Gooball**, *NuGet Gallery*
Open-sourced .NET CLI tool for automation and development of Unity projects.

2018   **RUN VR**, *Google Play*
Deployed a full-scale virtual reality title. Supported over 300,000 users by addressing customer feedback and delivering updated content.

Education

2018   **B.S. with Distinction in Computer Science**, *San Diego State University*
Graduated *summa cum laude*.