

Robert Jordan

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Objective:

Looking for a programming position or any other software related position where I can use my technical skills.

Skills:

- Application Programming
- Game Programming
- Basic Webpage Creation
- GUI Design

Technology Summary:

Languages: C++, C#(+WPF/XNA), Java, ActionScript, HTML, CSS, Some Assembly

Software: Visual Studio, Eclipse, FlashDevelop, Matlab

Environments: Windows, Ubuntu Linux, Raspberry Pi, Arduino

Work Experience:

Spitz Industrial Design Internship:

Location: Nashua, NH

Duration: July 2017 - December 2017

- Linux system setup
- Video AI analytics system installation, configuration, and beta testing. (OMNI Foundation Platform)
- NVIDIA Jetson setup and programming.
- Setup x86 to Arm64 cross compilation.
- NVIDIA CUDA GPU Framework.
- Caffe neural network programming. (<https://github.com/trigger-death/Caffe-TicTacToe>)
- Arduino Mega 2560 vehicle navigation AI.

Open Source Community Project: OpenRCT2

An open source project to decompile RollerCoaster Tycoon 2 (written in assembly) and translate it into C then C++. The goal is to improve the game's existing features, add new features, and make it cross platform. I worked on a variety of new features to improve gameplay and customization. I made a few new graphics for the features as well. I did a small amount of assembly decompiling.

Languages: C/C++, Assembly

Github: <https://github.com/OpenRCT2/OpenRCT2>

My Commits: <https://github.com/OpenRCT2/OpenRCT2/commits?author=trigger-death>

Timeframe: May - June 2015, October - November 2017

Personal Project: Trigger's PC

A tool for Generation 3 Pokémon aimed at legitimate play. It acts as a home for all your saves where you have the ability to interact with and between them. The main benefits are storage and speed. With it you can hoard anything your heart desires and make instantaneous trades. Overall the goal is to extend gameplay to allow more freedoms that the games don't offer on their own. Personally, I can't play Pokémon without Trigger's PC anymore.

Languages: C#, WPF

Home: <https://projectpokemon.org/forums/forums/topic/37582-gen/>

Github: <https://github.com/trigger-death/RCT2Tools/tree/master>

Timeframe: May - July 2016

Other Projects:

- (Skyrim CK) Snowdrift Manor: <http://imgur.com/a/Naw84>
- (C++) Ascii Artist: <http://imgur.com/a/zaVoR>
- (Java) Metroid Map Guardian: <http://imgur.com/a/qT4IM>
- (C#) Trigger's RCT2 Tools: <https://trigger-death.github.io/RCT2Tools/>
- (C#/XNA/WPF) Zelda Oracle Engine: <https://github.com/trigger-death/ZeldaOracle>

Education:

Champlain College: Completed 2 years of study in the Game Programming major. (2012-2014)

Courses:

- Data Structures and Algorithms (C++) [CSI-281]
- Game Architecture (C++) [EGP-310]
- Game Production I (Flash) [EGD-220]
- Graphics Programming I (C#/XNA) [EGP-200]
- Linux/Unix Programming (C/Bash) [CSI-230]
- Matrices, Vectors, and 3D Math (Matlab) [MTH-250]

College Project: One Way

A unique puzzle game where there are two grids that each have a character with restricted movement based on axis. Each character must use objects in their maze to aid the other character in reaching the goal.

Languages: ActionScript

Image Album: <http://imgur.com/a/InfQC>

College Project: Murican Tetris

A Tetris clone with weapon tetrominos like nukes and mines, as well as red, white, and blue colored tetrominos. It's as flashy as can possibly be.

Languages: ActionScript

Image Album: <http://imgur.com/a/AlyKL>

References:

Rick Spitz:

Relation: Manager at Spitz Industrial Design

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