

Jackson Luff

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Portfolio: sedawrath.github.io



Personal Profile

I'm a hardworking, self-motivated university graduate that has an ongoing devotion for game development.

My skillset is quite broad, but lay my self-proclaimed profession within engine/graphics programming. I have an ever so passionate aspiration to apply said professional and technical skills within a game company.

Technical Skills *(See portfolio for examples)*

Programming experiences:

- OpenGL
- 3D rendering techniques
- Basic AI
- Linear algebra
- Cross-platform development
- Effective communication
- Cocos2D (Javascript)
- Debugging
- Profiling
- Understanding of the rendering pipeline
- FMOD API (C++)
- XNA / Monodevelop (C#)
- PhysX & physics simulation
- PlayStation Vita porting (C#)

Programming languages:

- C++
- GLSL
- JavaScript
- C#
- HTML
- CSS

Software:

- Microsoft Visual Studio
- gDebugger
- NVidia Nsight
- Github
- Slack
- Perforce
- Unity
- Unreal Engine 4
- Adobe Photoshop
- Trello

Projects

Curro (2015)

3D adventure game UE4

<http://bit.do/Curro-06-Nov-zip>

Checkers (2015)

Checkers game with AI/FMOD (GenGein)

<http://bit.do/CheckersGame-zip>

Columns (2014)

Match-3 game (JavaScript/HTML/CSS)

<http://bit.do/ColumnsGame-zip>

Phys Vs PhysX (2015)

Physics technical demonstration (GenGein)

<http://bit.do/PhysVsPhysX-zip>

GenGein (2015)

3D engine programmed in OpenGL C++

<https://github.com/Sedawrath/GenGein-Engine>

Gravitas (2014)

Alter gravity's direction to victory
(Monodev)

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Education & Awards

Advanced Diploma of Professional Game Development

2015

Academy Of Interactive Entertainment (AIE)

Melbourne, VIC

Kinect 4 Unreal Development Support Package

2015

Hackathon, More Personal Computing (MIGWHackathon)

Melbourne, VIC

Most Polished Project Award for Columns Game

2014

Academy Of Interactive Entertainment (AIE)

Melbourne, VIC

Victorian Certificate of Education (VCE)

2013

Horsham College

Horsham, VIC

High Distinctions in Information Technology

2010-2013

Horsham College

Horsham, VIC

Referees

Matthew Dodd

Second Year Programming Lecturer, Academy of Interactive Entertainment, Melbourne
(*Current Lead Programmer at Aetos Games*)

Email: matt@aetosgames.com

Phone: 03 9820 8201

John Sietsma

Job title: Second Year Programming Lecturer *at Academy of Interactive Entertainment, Melbourne*
(*Formerly a developer at Many Monkeys Development*)

Email: john.sietsma@gmail.com

Phone: 0402 569 303

Josh Carter

Job title: First Year Programming Lecturer *at Academy of Interactive Entertainment, Melbourne*

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