

Jackson Luff

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Portfolio: sedawrath.github.io



Personal Profile

I'm a hardworking, self-motivated uni' 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
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- Debugging
- Profiling
- Understanding of the rendering pipeline
- FMOD API
- XNA / Monodevelop
- PhysX & physics simulation
- PlayStation Vita porting

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

Education & Awards

Advanced Diploma of Professional Game Development specializing in Game Programming

2015

Academy Of Interactive Entertainment (AIE)
Melbourne, VIC

Most Polished Project Award for Columns Game

2014

Academy Of Interactive Entertainment (AIE)
Melbourne, VIC

Victorian Certificate of Education (VCE)

2014

Horsham College
Horsham, VIC

Referees

Matthew Dodd

Second Year Programming Lecturer, Academy of Interactive Entertainment, Melbourne
Lead Programmer at Aetos Games

Email: matt@aetosgames.com

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John Sietsma

Job title: IGD coordinator and senior lecturer at NHTV Breda (*Formerly Lecturer at Academy of Interactive Entertainment, Melbourne*)

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