Jordan Klenk
Game Developer

Jordan Klenk
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Links
Github   LinkedIn

Gameplay Programming

- Implementation of gameplay systems and logic including
  - Custom Player controller
  - Custom Camera controller
  - Environmental hazards and a variety of trap like mechanics
  - Custom gravity mechanic with line tracing and force mechanics

- Experience in the following engines and their accompanying language:
  - Unreal 5 and 4 / C++ and Blueprints
  - Godot / GDScript
  - Unity / C#
  - Gamemaker 2 / GML

- I worked as a designer and programmer with a multidisciplinary team of six on a year-long project.

Previous Project Experience

Losing My Marbles(PC) 2022-2023
Roles: Player controller Programmer, Gameplay mechanic Programmer
Engine: Unreal 5
Language: C++ / Blueprints
About: A 3D marble racing game where the player must navigate the course and obstacles to finish in time. Working as part of a 6 person multidisciplinary team, I designed, developed, and implemented a custom player controller along with a custom gravity mechanic to allow gravity-defying gameplay. I also designed, developed, and implemented the various obstacles and trap mechanics that the player would face.

Snek(PC) 2022
Roles: Sole developer
Engine: Godot
Language: GDScript
About: A simple clone of the classic arcade game Snake. I was the sole developer and programmer for this project. Made for the purpose of familiarizing myself with Godot and to embed into a Gathertown project as a fun easter egg.
Link: https://snek-cf4d9.web.app/

Intergalactic Invaders(PC) 2022
Roles: Sole developer
Engine: Godot
Language: GDScript
About: A clone of Space Invaders arcade game. I was the sole developer and programmer for this project. I made this for the purpose of familiarizing myself with Godot and to embed into a GatherTown project as a fun easter egg.
Link: https://spaceinvadersclone.web.app/

2022 ieee-vis Gather.Town Oklahoma
Roles: Programmer
Engine: Gather
Language: JavaScript
About: Due to Covid restrictions, ieee-vis wanted an alternative to its in person 2022 conference. Using Gather.Town, I worked as part of a team of 6 people, including artists and programmers, to design, develop and implement a virtual meeting place for conference attendees to take part in. I worked to make automated scripts that would populate in-game posters that would display the presentation information given to us. We were also responsible for programming interactions with various objects around the map and setting up collisions and transitions from scene to scene as you entered or left buildings.

Burnout(PC) 2022
Roles: Programmer
Engine: GameMaker 2 / Later remade in Unreal 4
Language: GML / C++
About: Made while taking part in the 2022 Chillenium game jam. You take on the role of a tired chemist in an explosive factory, when you accidentally catch yourself on fire. To make it to the emergency shower located on the other side of the factory, you must run, jump and dodge your way through the factory full of explosives that will ignite when in contact with you. I was part of a 4 person team, including artists and programmers. I was responsible for the player controller along with another programmer, and various gameplay mechanics including conveyor belts, exploding barrels and checkpoint system.

Work Experience

Mays Home Care/ Licensed Practical Nurse
Feb 2018 - March 2019, Texarkana, Texas
Role: As a Licensed Practical Nurse working Home Health, I was responsible for rendering nursing services for patients who are homebound and for those who are physically unfit to travel to the physician's office. I had to work independently and often over an hour drive from our office, so I had to be able to make decisions and find solutions to issues with limited resources on hand.

Skills: BLS certified

Christus St Michael Health System / Licensed Practical Nurse
Feb 2010 - feb 2018, Texarkana Texas
Role: As a Licensed Practical Nurse, I worked mainly on the Telemetry and Stroke unit. I worked in a team consisting of myself, a RN, and a CNA. Rendered nursing services for patients who required cardiac telemetry monitoring or care and evaluation of cerebrovascular accidents.

Skills: BLS certified, Cardiac Telemetry certified

Education

Blinn College/ AAS Game and Simulation Programming
Jan 2021- May 2023, Brenham Texas
Texarkana College / Licensed Practical Nursing Certification
Aug 2008 - Aug 2011, Texarkana Texas