

Jordan Fox

Game Programmer

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Technical Skills

Languages	Engines	Frameworks	IDE	Productivity Skills
C++ C# Python Unreal Blueprint	Unity Unreal	SDL XNA Qt	Microsoft Visual Studio Unity MonoDevelop Unreal Blueprints Visual Scripting Qt Creator	Asana BitBucket GitHud Scrum

Additional: Adobe Photoshop, Microsoft Word, and Microsoft PowerPoint

Objective: My aim is to work with other passionate people to develop great games that will give the player an experience they will love and enjoy to the best of my abilities.

College Project

Space Tactics – Team Unity Project

A turn based tactical strategy game in which players their move units across a tile-based map to destroy their opponent's units. This game will be player vs AI. Mech knights/warriors with space environment. I worked on the UI system and assisted in the Item system.

AI Navy Game – Team Unity Project

A real-time strategy game in which the player moves their units across the map to destroy their opponents. The game will be player vs AI. Navy ship battle. I worked on the UI systems on the project.

Personal Project

Space Strike Force – Solo Project

It is a 2D Retro styled endless shooter inspired by Galaga and Asteroids. I built this game from scratch using XNA and Unity. I created the assets for this game from the player's ship to enemies. Coded everything in-game from controls to the ingame HUD.

Education

Art Institute of California – Los Angeles, Spring, 2016

Don Bosco Technical Institute, Graduated 2012