

Jordan Fox

Game Programmer

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

Technical Skills				
Languages	Engines	Frameworks	IDEs	Productivity
C++ C# Python Unreal Blueprint	OpenGL Unity Unreal	SDL XNA Qt	Microsoft Visual Studio Unity MonoDevelop Unreal Blueprint Visual Scripting Qt Creator	Asana BitBucket GitHud Scrum
Additional	Adobe Photoshop, Adobe Illustrator, Microsoft Word, and Microsoft PowerPoint			

College Projects

Space Tactics – Team Project

A turn based tactical strategy game in which players move their 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.

Engine: Unity

Role: UI System, Item System

AI Navy Game – Team Project

A real-time strategy game in which the player commands a fleet of ships to destroy their opponent and collect resources.

Engine: Unity

Role: UI System

Personal Projects

Space Strike Force – Solo Project

A 2D retro styled endless shooter in which the main objective is to score the most amount of points. This game has three modes: Arcade which has asteroids, enemies, and black holes that occasionally fall, Asteroid which only features asteroids, and Assault with only enemies plus a boss battle.

Engine: XNA / Unity

Quizcall Unlimited – Solo Project

A trivia game that can be played by up to four players in which the players answers questions of different categories.

Engine: Unity

Education

Art Institute of California – Los Angeles, Spring 2016, Bachelors of Science Degree in Game Programming.

Don Bosco Technical Institute, June 2012, High School Diploma.