

# Jordan Chapman

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Portfolio: <https://nordaj.github.io>

## SUMMARY

I am a self taught game programmer with nearly 5 years of experience on a hobbyist, freelancer, and intern level looking to take my career to the next step.

## EXPERIENCE

### Intern Programmer

#### Intermountain Retail Solutions, Mesa, AZ

March 2019 - May 2019

- Created an AES Encryption library in C supporting all key sizes and ECB/CBC modes.
- Worked on ticket printing and markup language used to format tickets used in many national parks. (C#)
- Worked on preference saving library that manages registry and appdata in C#.

## EDUCATION

### 3D Animation and Game Art

East Valley Institute of Technology — Mesa, AZ

## PROJECTS

### Little Engie 2 — C++, Open Source Game Engine

Still in progress, remake of previous Lil Engie game engine built to be a larger project and push my knowledge on how today's game engines are structured. Currently supports OpenGL and DirectX.

### A Bounce Game — C#, Unity3D Android Game

Developed in a month as a self learning exercise and another portfolio project. Find it on the Google Play Store.

## SKILLS

### Languages

C#, C++, C, HTML, CSS, JS

### Tools

Visual Studio, Git

Unity3D, Game Maker

Maya, ZBrush, Substance Designer/Painter, Photoshop, Blender

### Misc

Gameplay Programming

Editor Scripting

VR Development

OpenGL/DirectX

WinAPI

Linear Algebra

Encryption

## ACHIEVEMENTS

-Published multiple self developed video games.

-Provided high quality code to several satisfied clients on time.

-Learned about and implemented AES with with great performance in 2 weeks with no prior encryption experience

-Taught myself several programming languages and tools relating.

-Created a small game engine in 2 months.