
Jordan Chapman

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PORTFOLIO

<https://nordaj.github.io>

SKILLS

- 4 years programming experience (Mainly in Unity3d)
- Specialize in C++, C#
- Game development
- Graphics programming (C++, OpenGL)
- 3D modelling (Blender, Maya)
- Texturing (Substance Designer, Painter)

PROJECTS

- Lil Engie Game Engine <https://github.com/Nordaj/LilEngie>
- Mobile Bounce Game on play store:
<https://play.google.com/store/apps/details?id=com.Jordan.Bouncin>
- One Week Challenge game
<https://www.dropbox.com/s/lvazynvcl3x6zno/BallGame.zip?dl=0>
- Road Materials Asset
<https://assetstore.unity.com/packages/2d/textures-materials/roads/procedural-road-materials-67823>

EDUCATION

East Valley Institute of Technology, Gilbert, AZ

August 2018 - Present

Currently a Junior.

Mesquite High School, Gilbert, AZ

August 2016 - Present

ACHIEVEMENTS

- Successfully created an engine with c++ in 2 months
- Published more than one self developed video games