Jordan Cooligan Pang

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GitHub | LinkedIn | Portfolio

RELEVANT SKILLS, EXPERIENCES, AND ACCOMPLISHMENTS

Languages: Python, C, C++, C#, Java, JavaScript, HTML, CSS

Technical Skills
- Constructed 4 detailed environments in Unreal Engine using tools and techniques such as the material editor, Blueprints, FX systems, and decals to depict environmental stories
- Implemented modularized over 5 game systems using C# and C++ to provide effective means of bug testing and adjustments
- Developed 2 local multiplayer games in Unity, applying engine research to follow best practices and optimize overall gameplay
- Experienced with Adobe Creative Suite (Photoshop, Illustrator, Premiere Pro, After Effects, Lightroom, etc.) including additional knowledge in Maya and Blender

Communication Skills
- Collected and analyzed data from over 25 playtest sessions, presenting results in team meetings to collaborate on necessary changes for further improvements
- Facilitated effective communication between design and technical teams, ensuring a smooth development process and project alignment
- Succinctly explained complex systems to high-level participants through design documents, state machine flow-charts, development processes, and project updates
- Coordinated teammates during 6 major term projects to ensure successful and timely completion through effective leadership, collaboration, and communication

APPLIED PROJECTS

Dam'ed – Game Developer   **Sept 2023 – April 2024**
Capstone Game Development Project (Link: https://bedrockbadger.itch.io/damed)
- Developed a 3D competitive local multiplayer game within Unity using C#, utilizing methods and tools such as prefabs, inheritance, and modularization
- Efficiently integrated all game assets including animations, models, UI, and more, resulting in unity between all technical and artistic components
- Conducted regular playtest sessions with participants across different categories of the target audience to enhance user experience
- Presented ideas and concepts to board of advisors, acting as shareholders throughout the duration of the project, providing justifications from user testing for new or altered concepts

RPS: Best of Three – Game Developer   **Sept 2023 – Dec 2023**
Game Development Project (Link: https://chrishearty.itch.io/rps-best-of-3)
- Developed a competitive 2D platformer fighting game in Unity using C#, with a twist based on the mechanics of rock, paper, scissors
- Independently researched best methods to implement local multiplayer systems and reading generalized controller inputs in Unity
- Specialized in incorporating techniques to implement a movement system that evokes prominent game feel and player satisfaction
- Collaboratively designed game assets in Illustrator to create characters, backgrounds, and UI

EDUCATION

Bachelor of Information Technology & Diploma of Applied Arts & Tech   **Sept 2019 – April 2024**
Interactive Multimedia and Design, Co-op Option
Carleton University & Algonquin College, Ottawa, ON
- CGPA 10.8/12 (-A) | Graduation with High Distinction
- Awards and scholarships:
  - Dean's Honour List (2020, 2021, 2023, 2024)
  - For Academic Achievement:
    - President's Scholarship (2019)
    - Clarence C. Gibson Scholarship (2020)
    - J. Lorne Gray Scholarship (2021)
    - A. Davidson Dunton Scholarship (2023)

EMPLOYMENT EXPERIENCE

Software QA Intern   **Sept 2022 – Dec 2022**
Autodesk – International Education, Montreal, Quebec
- Conducted numerous fix verifications by reproducing defects in Maya releases, ensuring accurate identification and resolution of issues
- Developed and monitored multiple automated UI tests using Python, enhancing testing efficiency and accuracy
- Created and implemented a series of automated compatibility tests for Maya Creative, monitoring its functionality and stability with different Maya scene files
- Explored compatibility between proprietary automated testing frameworks

Web and Social Media Assistant   **Jan 2022 – August 2022**
Global Affairs Canada (GAC) – International Education, Ottawa, Ontario
- Collected and analyzed data for a major campaign, utilizing Excel spreadsheets to present performance metrics to managers
- Developed digital content using Adobe Illustrator, Premiere Pro, and After Effects to promote the educational options within Canada, resulting in a growth of over 1,000 followers
- Created content adhering to brand kit and accessibility standards to maintain consistency and accessibility across the organization's audience
- Collaborated with team members on the planning and scheduling of social media post publication