

Jordan Cooligan Pang

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EDUCATION

Bachelor of Information Technology

September 2019 – April 2024

Interactive Multimedia and Design, Co-op Option

Carleton University, Ottawa, ON

- Fourth year standing, 10.8/12 (A-)
- Awards and scholarships: C.C. Gibson Scholarship

AVAILABILITY

New Graduate May 2024

RELEVANT SKILLS, EXPERIENCES AND ACCOMPLISHMENTS

Technical Skills

- Assembled multiple C, C++, C# scripts using functions, structs, dynamic arrays, classes, and objects to handle various user inputs and implement systems that provide desirable results based on requirements
- Developed multiple local multiplayer games using Unity, while demonstrating commitment to research and implementing best practices to improve game stability
- Methodically developed scripts, prefabs, and systems adhering to modularization and design patterns facilitating simplistic means to adjust code during review for bug or balance fixes
- Working knowledge of Adobe programs such as Photoshop, Illustrator, InDesign, Premiere Pro, After Effects, and Lightroom, including additional experience with Maya and Blender

Communication Skills

- Demonstrated leadership while coordinating multiple team members, leading to the successful completion of major term projects
- Effectively gathered feedback from playtest participants and presented findings in team discussions to enhance products
- Actively engaged in collaborative idea generation within teams, proposing innovative and central concepts towards projects
- Continually practice methods of improvement for all work through careful concentration on constructive critiques given by surrounding peers

EMPLOYMENT EXPERIENCE

Software QA Intern

Sept 2022 – Dec 2022

Autodesk – International Education, Montreal, Quebec

- Conducted numerous fix verifications by reproducing defects in Maya releases, ensure 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

- Regularly monitored and analyzed post analytics, while also responding to questions from international students through the organization's direct messages on social media accounts
- Developed digital content using Adobe Illustrator, Premiere Pro, and After Effects for the organization and its associates to promote the educational options within Canada to international students
- Assisted with the performance report of a major paid campaign through the collection of analytics and the use of Excel spreadsheets
- Collaborated with team members on the planning and scheduling of post-publication

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, utilizing C# scripts and prefabs, following best practices such as inheritance and modularization
- Integrated all assets developed by team members, including animations, models, UI, and more, ensuring seamless unity between all technical and visual assets
- Conducted regular playtest sessions with participants across categories of the target audience to further enhance user experience
- Presented ideas and concepts throughout the duration of the project, providing justifications from user testing for new or altered concepts
- Led team of programmers, while creating an environment where each member can leverage their strongest skills to optimize project outcomes

RPS: Best of Three – Game Developer

Sept 2023 – Dec 2023

Game Development Project (Link: <https://chrishearty.itch.io/rps-best-of-3>)

- Developed a 2D platformer-fighting game in Unity using C#
- 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 player satisfaction
- Collaboratively designed and created game assets such as characters, backgrounds, and UI