Jordan Culver

JordanMCulver@gmail.com | github.com/PalaceDCXVI

Education

Virtual Learning Center High School (Trillium Lakelands School Board)   2014

   Graduated with the Ontario Scholar award

University of Ontario Institute of Technology   2018

   Graduated in the Game Development and Entrepreneurship program
with a minor in game programming

Experience

App Programmer for the UOIT Health and Nutrition faculty, Oshawa   October 11th 2017 - April 27th 2018
Canada

- Responsible for the implementation several game mechanics
  and features

General Programming Intern at Coded Arts Inc, Trinidad & Tobago   May 29th - August 29th 2016

- Implementation of several minor game mechanics and AI

Skills

Programming language fluency

- C/C++   4 years
- C#   2 years
- Java   1 year
- GLSL/HLSL   3 years

API experience

- OpenGL   1 year
- Vulkan   1 year

Tools experience

- Visual Studio 4 years
- Unity   2 years

- Unreal Engine 4   3 months
- Autodesk Maya   3 Months
- Blender   3 Months

Source Control

- Git   4 years
- Mercurial   3 months
- Perforce   3 months

Industry Activities

Attended and volunteered at the IEEE Games, Entertainment and Media Conference	2014, 2015
Attended the Montreal International Games Summit	2016, 2017
Showcased at the Level Up Student Showcase	2017
Attended the Vulkan Developer Day Montreal	2018