




Jordan
Tuck

613-861-9258
Jptuck@yahoo.com
www.SyPathetic.com/JT

1124 Stokes Drive
Cornwall, Ont.
K6J 5J5

Education and Training	Game Programming, St Lawrence College			Present 2018
	<ul style="list-style-type: none">Trained to develop games from concept GDD to full release.Maintained strict coding and design standards for clean, efficient, and engaging titlesDeveloped games with Unity, OpenGL, and SDLTrained using HTML, Blender and Gimp			
	Micro-Computer Technology, St Lawrence College			1994 1992
	<ul style="list-style-type: none">Hardware and Software development for business and industryCreated apps and drivers for windows and unix			
Programming Languages	Experienced C#, C++, C, VB, x86 Assembly	Knowledgeable Pascal, Python, SQL, HTML	Familiar JavaScript, Delphi, Fortran, 6800 Assembly,	
Media and Performance	Performer - Manager, SyPathetic.com			Present 2018
	<ul style="list-style-type: none">Live stream actor focusing on humor and audience engagement.Marshaled the team's efforts and focus to build an internet presence and fan base growing month over month.Required skills in scheduling, accounting, website management, and digital media creation.			
	Creative Director - Manager, Saltsketeers.com			2019 2017
	<ul style="list-style-type: none">Created a vibrant and dynamic internet presence for a role-playing group.Engaged and attracted followers with weekly updates of the website and social media.Produced and published digital comics and artwork of campaign adventures.			
	Author, Goddess			Present 2014
	<ul style="list-style-type: none">A rich and vibrant setting depicting the struggles of a couple working to maintain their relationship and dominion in an adversarial world.Blended elements of a realistic narrative with the style of classic mythology.			
Games	Mars Snowball Fight series (2D Games using SDL and C++)			
	<i>Shocks Escape</i> – Platformer <i>Lab Cats</i> – Two player dodger <i>Shocks and Awe</i> – Platformer			
	Saltsketeers vs The Action Sand Witch (C++)			
	<i>Part I</i> – Rogue like text adventure <i>Part II</i> – Rogue like Ascii graphics			
	<i>Cats on the Run</i> – Scrolling dodger			2019
	<i>Shocks Final Flight</i> – Scrolling dodger			2018
	<i>Chaos: Maze and Madness</i> (Pascal) – 3D vector graphic adventure game			2018 1996
Work Experience	Software Engineer, Greyline Instrument			2017 1996
	<ul style="list-style-type: none">Team lead for hardware and software development on both embedded and PC systems of a globally marketed product line.Developed and designed standalone systems for accuracy, reliability, and ease of use in harsh and difficult environments.			
References	Available upon request			

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