

# Jordan Tuck

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

## References

Available upon request