

# Jordan Tuck

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Education and Training	Game Programming, St Lawrence College			Present 2018
	<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>			
	Micro-Computer Technology, St Lawrence College			1994 1992
	<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	Experienced	Knowledgeable	Familiar	
	C#, C++, C, VB, x86 Assembly	Pascal, Python, SQL, HTML	JavaScript, Delphi, Fortran, 6800 Assembly,	
Media and Performance	Performer - Manager, SyPathetic.com			Present 2018
	<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>			
	Creative Director - Manager, Saltsketeers.com			2019 2017
	<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>			
	Author, Goddess			Present 2014
	<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>			
Games	Mars Snowball Fight series (2D Games using SDL and C++)			
	Shocks Escape – Platformer	Cats on the Run – Scrolling dodger		2019
	Lab Cats – Two player dodger			
	Shocks and Awe – Platformer	Shocks Final Flight – Scrolling dodger		2018
	Saltsketeers vs The Action Sand Witch (C++)			
	Part I – Rogue like text adventure	Part II – Rogue like Ascii graphics		2018
	Chaos: Maze and Madness (Pascal) – 3D vector graphic adventure game			1996
Work Experience	Software Engineer, Greyline Instrument			2017 1996
	<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

