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| Jordan Tuck |  | |
| Education and Training | **Game Programming Student**, St Lawrence College   * Trained to develop games from concept GDD to full release. * Maintained strict coding and debugging standards for clean, efficient, and engaging titles * Concentrated on C++, C#, PHP and SQL * Developed games with Unity, OpenGL, and SDL * Trained using HTML, Blender and Gimp | 2018 - present |
|  | **Micro-Computer Technologist Student**, St Lawrence College   * Systems and Software programing for business and industrial applications * Concentrated on C and x86 Assembly * Developed apps and drivers for windows and unix | 1992 - 1994 |
| Games and Media | **Performer - Manager**, SyPathetic.com   * Live stream actor focusing on humor and audience engagement. * Marshalled the team’s efforts and focus to build an internet presence and fan base growing month over month. * Used skills in scheduling, accounting, website management, and digital art creation. | 2018 - present |
|  | **Creative Director - Manager,** Saltsketeers.com   * Created a vibrant and dynamic internet presence for a role-playing fantasy group. * Engaged and attracted followers with weekly updates of the website and social media accounts. * Published digital comics of campaign adventures and group events. |  |
| Experience | Greyline Instrument | |