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|  | **Jordan**  **Tuck** | 613-861-9258  [Jptuck@yahoo.com](mailto:Jptuck@yahoo.com)  www.SyPathetic.com/JT | | | 1124 Stokes Drive  Cornwall, Ont.  K6J 5J5 | | |  |
|  | **Education and Training** | **Game Programming**, St Lawrence College   * Trained to develop games from concept GDD to full release. * Maintained strict coding and design standards for clean, efficient, and engaging titles * Developed games with Unity, OpenGL, and SDL * Trained using HTML, Blender and Gimp | | | | | **Present**  **2018** |  |
|  |  | **Micro-Computer Technology**, St Lawrence College   * Hardware and Software development for business and industry * Created apps and drivers for windows and unix | | | | | **1994**  **1992** |  |
|  | **Programming Languages** | **Skilled**  C#, C++, C, VB,  x86 Assembly | **Knowledgeable**  Pascal, Python,  SQL, HTML | | | **Familiar**  JavaScript, Delphi, Fortran, 6800 Assembly, |  |  |
|  | **Media and Performance** | **Performer - Manager**, SyPathetic.com   * 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. | | | | | **Present**  **2018** |  |
|  |  | **Creative Director - Manager,** Saltsketeers.com   * 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 accounts. * Produced and published digital comics and artwork of campaign adventures and group events. | | | | | **2019**  **2017** |  |
|  | **Games** | **Mars Snowball Fight series** (2D Games using SDL and C++) | | | | | **2019**  **2018** |  |
|  | ***Shocks Escape*** –Platformer  ***Lab Cats*** –Two player dodger  ***Shocks and Awe*** – Platformer | | ***Cats on the Run*** – Scrolling dodger  ***Shocks Final Flight*** – Scrolling dodger | | |  |
|  |  | **Saltsketeers vs The Action Sand Witch** (C++) | | | | | **2018** |  |
|  | ***Part I*** – Rogue like text adventure | | ***Part II*** – Rogue like Ascii graphics | | |  |
|  |  | ***Chaos: Maze and Madness*** (Pascal) – 3D vector graphic adventure game | | | | | **1996** |  |
|  | **Work Experience** | **Software Engineer**, Greyline Instrument   * 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. | | | | | **2017**  **1996** |  |
|  | **References** | Available upon request | | | | |  |  |
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