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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 |
| Programming Languages | **Skilled**  C++, C, Visual Basic, 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. * Marshalled 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. | | | 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. * Produced and published digital comics and artwork of campaign adventures and group events. | | | 2017 - 2019 |
| Games | **Super Soy Boy –** 2D Unity Game focusing sprite based animation player, control and object interaction, and saved games and level creator.  **Robot Madness –** First Person Shooter Unity game focusing on animation, sound management, HUD and player status.  **Bobble Head Wars –** 3D Unity game focusing on object control, Physics engine scripting, particle and sound effects.  **Mars Snowball Fight series** (Using SDL and C++)  **Shocks Escape –** 2D platformer  **Cats on the Run –** 2D Sides scrolling dodger using SDL and C++  **Lab Cats –** 2D Multiplayer dodger using SDL and C++  **Shocks and Awe –** Platformer using SDL and C++  **Shocks Final Flight –** Side scrolling dodger | | | 2019  2019  2019 |
| Work Experience | **Software Engineer**, Greyline Instrument   * Team lead for hardware and software development on both embedded and PC systems for a globally marketed product line. * Developed and designed standalone systems for accuracy, reliability, and ease of use in harsh and difficult environments. * Responsible for evaluating and developing solutions for customer requirements. | | | 1996 - 2017 |
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