Jordan Parkes
647(892) 7547
Jordanparkes.876@gmail.com

SUMMARY

A passionate and outgoing individual who strives to elevate any company by providing exceptional programming skills and knowledge with precise and accurate work.

PROGRAMMING SKILLS

Languages

- Proficient in C++ and C#.

- Proficient in Unreal Engine Blueprints.

Software

- Game Engines: Unreal Engine 4 and Unity

- Source Control: Perfoce, Github

- Editing Software: Adobe Premiere, Adobe After Effects

- Server Management: Postman, Termius

EXPERIENCE

Game Programmer – Stolemates @ George Brown College

Student project with around 10-15 team members.4 programmers in total. Using Unreal Engine 4.

- Assisted with Unreal Engine 4 source build.

- Implemented all player logic in C++ with Blueprint accessibility.

- Powerup and De-buffs implemented.

- Custom collision checking for debuffs and powerups by other players.

- Custom Dynamic Bird's Eye view camera

Game Programmer – PokeBonez @ George Brown College

Student project with 5 members. 5 programmers in total. Using Unity Engine.

- Assisted with Unity Engine Source build.

- Implemented full player to player multiplayer functionality.

- Created and animated all art assets.

EDUCATION

George Brown College   Sep 2017 – April 2020
Ontario, Canada
Video Game Programming.