

Jordan Parkes

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647-892-7547

Junior Game Programmer

Skills

Coding:

2+ years' experience in C++ language.

2+ years' experience in C# language.

2 years' experience in UE4 Blueprints.

Software:

Game Engines – Unreal Engine 4, Unity

Source Control – Perforce, Github

Editing Software – Adobe Premiere, Adobe After Effects

IDEs – Visual Studio

Server Management – Postman, Termius

Experience

Stolemates – Game Programming @ George Brown College

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

- 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.

PokeBonez – Game Programming @ George Brown College

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

- Unity Engine source build.
- Full player to player multiplayer functionality.
- Created and animated all art assets.

Education

Video Game Programming - George Brown College

September 2017 – April 2020