

# JORDAN M. KARLSRUHER

## Web and Mobile Game Developer

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[Github: Yorden](#)  
[Portfolio: Yorden.github.io](#)

### SKILLS

#### PROGRAMMING LANGUAGES:

Javascript, Java, HTML, CSS, PHP, C#, C++

#### DEVELOPMENT TOOLS :

Git, Subversion, Android Studio, Unity, Node.js, Socket.io, AngularJS, LibGDX

### WORK EXPERIENCE

**MAGIC CENTER, Rochester Institute of Technology, Rochester, NY** - February 2016 to Present

#### Unity Developer

Currently developing educational games for adult literacy using the Unity3D game engine. Working on small teams to create and find solutions to game design and Android optimization. Targeting the Android platform.

**QUILL.ORG, Brooklyn, NY** - June 2015 to August 2015

#### Game Development Intern

Developed educational games to teach young adults about synonyms for the web browser in AngularJS and Firebase. Worked on a small team with designers and developers in a fast paced environment.

**IGM LABS, Rochester Institute of Technology, Rochester, NY** - September 2014 to May 2015

#### Lab Assistant

Managed and maintained the IGM(interactive games and media) labs at RIT, tutored students and assisted with curriculum based questions.

**ID TECH CAMPS, South Orange, NJ** - June 2014 to August 2014

#### Instructor

Taught students ages 7 to 17 programming in Java, game modding in Minecraft and level design in Team Fortress 2. Worked on close teams of other instructors to create curriculum and teach students.

### PROJECTS

#### WORDLIKE

Developed a browser based game for Quill.org. Developed in AngularJS and Firebase. Has been deployed and has been played by more than 80,000 students. Currently playable at wordlike.org. Available on my Github.

#### PALAUVER

Developed a chat room client for Android using native Android and native Socket.io. Also created a server for the client using Node.js and Socket.io. Both client and server are available on my Github.

#### DESERTMAN DRUNKRUN

Developed an endless runner game for Android using LibGDX, a Java game framework. Wrote algorithm to procedurally generate the levels and item pickups as well as onboarding. Available on my Github.

#### QUARTZ

Developed a 3D platformer in Unity where you play as a sphere collecting gems. Designed the levels and 3D environments as well as wrote all code. Available on my Github.

### EDUCATION

**Rochester Institute of Technology, Rochester, New York**

**B. Thomas Golisano College of Computing and Information Science,**

**School of Interactive Game and Media**

**Class of 2016**

**Major:** Game Design and Development, Bachelor of Science Program

**Minor:** Web Development for Computation Majors

**GPA:** 3.4

**Dean's List:** Spring 2014, Fall 2014 and Fall 2015

### EXTRACURRIC. ACTIVITIES

**RIT Student Music Association - Vice President**

Orchestrated large scale outdoor concerts with local bands on the RIT campus. Worked with and appropriated budget for all events.