

JORDAN ARNESEN

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Dabbler in all things creative. My passions lie at the intersections of technology, design, gaming, and education.

Projects

CVALT

SEP 2014 - PRESENT

Location and photo sharing app for the parkour community [[web](#)]

- Focused on the User Interaction and reduced potential features down to a core experience
- Wrote backend in Node.js to interface with MongoHQ on Heroku
- Integrated AWS Cognito/S3 for hosting user generated content
- Bootstrapped web landing page to drive interest and collect users for beta testing

Powermore

JUN 2014 - PRESENT

Unique arcade style iOS game [[App Store](#)]

- Implemented uncommon control scheme of following a player drawn path on screen
- Playtested and iterated frequently to refine the user interface and game mechanics
- Designed arcade-style graphics and animations with bright simple shapes and colors
- Created harmonious background music and sound effects

Shattered Worlds

AUG 2014

Ludum Dare #30, 72-hour game hackathon entry [[Play](#) | [Results](#)]

- Placed in the top 5% in 2 categories and in the top 25% in 3 others (out of over 1,000 entries)
- Designed, playtested, and fine-tuned 10 levels across 5 different world mechanics
- Created over 50 individual art assets for sprites and backgrounds (Illustrator)

Flacq

AUG 2014 - OCT 2014

Real world Flag Domination game with mobile scoring [[ChallengePost](#) | [Come Out And Play](#)]

- Built with Estimote, Firebase, and SpriteBuilder at the Y Combinator Hackathon
- Designed game to take advantage of the unique strengths of iBeacon vs. GPS technology
- Storyboarded the user interactions and data flow and implemented a design element style guide
- Rebuilt from scratch to optimize codebase post-hackathon
- Featured in the San Francisco Come Out and Play Festival (October 2014)

Echolocation Experience

SEP 2013 - MAY 2014

Educational Kinect / iOS game

- Game design as an exploration of the affordances of kinetic and audio-based learning
- Programmed in Processing using SimpleOpenNI to interface with an Xbox Kinect
- Judge's Favorite Award at the IDEATE Innovation Showcase, UC Berkeley's first annual student project showcase (May 2014)
- Redesign of user interactions and user interface for porting to iOS
- People's Choice Award at the iOS Development Demo Day, cash prize (May 2014)

Asteroid Tycoon

APR 2014

Ludum Dare #29, 72-hour game hackathon entry [[Play](#) | [Results](#)]

- Placed in the top 25% in 6 out of 8 categories, including Overall (out of over 1,000 entries)
- Planned and balanced game across multiple variables to optimize challenge curve for players:
 - 6 robots with 7 traits each and multiple tiers of upgrades
 - 21 rock and mineral types with 2 traits each
 - 5 programmatically generated asteroid levels with different rock and mineral compositions
- Designed all the pixel art and animation effects (Pickle and Photoshop)
- Helped write in-game narrative elements

Work Experience

JTG Inc.

FEB 2009 - MAR 2010

Arabic Language Analyst

- Generated and documented time-sensitive Iraqi-to-English translations and intelligence analyses
- Sorted and prioritized 500-1000 actionable intelligence items daily
- Sustained effective communication of task division across 30 person team working 24/7 missions

Gamestop

OCT 2008 - APR 2009

Senior Game Advisor (Key Holder)

- Served as acting manager and efficiently conducted store opening and closing duties
- Handled cash and merchandise assets valuing up to \$250k

U.S. Navy

AUG 2002 - SEP 2008

Cryptological Technician Interpretive (Arabic Translator and Intelligence Analyst)

- Held a Top Secret/SCI Security Clearance granted by the U.S. Government
- Optimized task delegation for shifts of over 20 personnel while simultaneously coordinating with and providing valuable intelligence to units in Iraq and Afghanistan
- Monitored the function of over \$40 million in assets and adaptively troubleshoot issues to maximize mission effectiveness
- Identified weaknesses in existing job qualification standards and developed new methodology for training and assessment, improving team's linguistic and technical proficiency and accelerating qualification of new trainees

Education

MakeSchool Gap Year

AUG 2014 - PRESENT

iOS and Web App Development, CS Theory [[About](#) | [Founding Class](#)]

- Selected as one of 11 founding class members, out of 150 potential students
- Participated and provided mentorship at five youth and college hackathons nationwide
- Networked and performed outreach to drive enrollment for MakeSchool programs

MakeSchool Summer Academy

JUN 2014 - AUG 2014

iOS Game Development [[About](#)]

- Full cycle product development of iOS mobile game, Powermore
- Performed as product manager, helping keep peer on track in their own game development process
- Pitched game design and monetization strategy to players and judges at end of program demo day

University of California, Berkeley

AUG 2010 - MAY 2014

Bachelor of Arts, Cognitive Science - 3.76 GPA

- Emphases in Linguistics, Design, Programming
- Selected coursework: Computational Models of Cognition, Quantitative Methods in Linguistics, Tangible User Interface, Multimedia Narrative, Creative Writing, Technologies for Creativity and Learning
- Member of Phi Beta Kappa, national honor society

Defense Language Institute Foreign Language Center

OCT 2002 - DEC 2004

Arabic Basic, Arabic Intermediate – 3.8 GPA

Skills

- Objective-C, Node/JavaScript, Processing/Java, HTML/CSS, Scheme, R, Matlab
- Xcode, CoreData, Storyboard, MongoHQ, Heroku, AWS, Sublime, GitHub, SpriteBuilder, Cocos2D
- Adobe Photoshop and Illustrator CS5, iMovie, Audacity