

Jordan Martin

Gameplay Programmer

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SKILLS

- Programming Languages: C++, C#, Python, 68K Assembly, SQL
- Tools: Visual Studio, UE4, Unity, Perforce, Git, Jira, Confluence, QuickBuild

EDUCATION

University of Central Florida - Orlando, FL

Florida Interactive Entertainment Academy

Exp. Graduation of Dec. 2021

Master's of Science in Interactive Entertainment, Programming Track.

College of Engineering and Computer Science

May 2019

Bachelor's of Science in Computer Science, Minor in Digital Media. GPA: 3.55

PROJECTS

Zenko: A Fox's Tale - FIEA Capstone Project

Nov 2020 - Current

- Action-Platformer game using UE4/C++ with an interdisciplinary team of 17 people.
- Developed core gameplay mechanics relating to the movement controller, including dash and pounce.
- Created destructible mesh platforming objects that can be rebuilt as a gameplay mechanic.
- Integrated GameAnalytics API to record data from playtesting sessions.

C++ Data-Driven Game Engine - FIEA

Jan 2021 - May 2021

- Created a game engine in C++ from scratch that included custom STL containers (SList, Vector, and HashMap) and a JSON grammar that was deserialized to construct objects at runtime.
- Implemented design patterns including chain of responsibility, factory, command, publish-subscribe.
- Tested engine code using MS Unit Test Framework and debugger with a goal of 100% code coverage.
- Integrated engine with OpenGL API to create a 2D platformer-shooter game with 4 other programmers.

Balancing Act - University of Arkansas Little Rock

Jan 2021 - May 2021

- Created a web-based educational accounting game using Unity/C# and hosted in AWS S3 buckets.
- Acted as project lead, maintaining Jira sprints and holding weekly meetings with the client.
- Used Azure Playfab API to create a leaderboard system for users to compete.

Rapid Prototype Production - FIEA

Aug 2020 - Dec 2020

- Created 5 separate game prototypes with artists and designers in two weeks periods using Unity/UE4.

EXPERIENCE

Assoc. Software Dev. Analyst - Northrop Grumman

May 2019 - Aug 2020

- Administrated company-wide Atlassian and Open-source web applications to a user base of nearly 5,000 people. Managed maintenance, installed updates, and configured new capabilities.
- Developed REST API scripts in Python that disabled inactive user accounts to reduce license costs.

IT Services Internship - Northrop Grumman

May 2016 - May 2019

- Operated incident response queues for company-wide SharePoint environments.

Senior Design Internship - NASA

Aug 2018 - May 2019

- Tested a distributed simulation of an autonomous moon base with 8 other international teams using MS Azure, Java, and High-level Architecture

Undergraduate Researcher - University of Central Florida

May 2018 - May 2019

- Scripted automated Blender animations using Python that would accompany NLG generated stories.
- Authored text sections within an academic paper accepted by the 32nd FLAIRS Conference.