

Jordan Martin

GAMEPLAY PROGRAMMER

Details

(772)-834-0363

jordantommartin@gmail.com

Links

[Portfolio](#)

[LinkedIn](#)

Languages

C/C++

C#

UE4 Blueprints

Python

Tools

Visual Studio

Unreal Engine 4

Unity

Perforce

Git

JIRA

Confluence

QuickBuild

Education

M.S. Interactive Entertainment, University of Central Florida, Orlando

AUGUST 2020 – PRESENT

Programming Track, Exp. Graduation December 2021

B.S. Computer Science, University of Central Florida, Orlando

MAY 2019

Minor in Digital Media

Projects

Zenko: A Fox's Tale, FIEA Capstone Project

NOVEMBER 2020 – PRESENT

- 3D Action-Adventure Platformer game using UE4/C++ with an interdisciplinary team of 16 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

JANUARY 2021 – MAY 2021

- Programmed a game engine in C++ from scratch that included custom STL containers (SList, Vector, and HashMap) and a JSON grammar that was deserialized at runtime to construct objects.
- 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

JANUARY 2021 – MAY 2021

- Constructed 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

AUGUST 2020 – DECEMBER 2020

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

Employment History

Assoc. Software Dev. Analyst, Northrop Grumman

MAY 2019 – AUGUST 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.

Internships

IT Services Internship, Northrop Grumman

MAY 2016 – MAY 2019

Undergraduate Researcher, University of Central Florida

MAY 2018 – MAY 2019

Senior Design Internship, NASA

AUGUST 2018 – MAY 2019