Jordan Wu

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An honest, reliable and focused individual with a flexible working attitude and good time management skills. Currently working as Creative technologist and Head of content at Blue{shift} education. BSc in Digital Arts and Computing, possessing highly proficient skills in *C++, Javascript, Java, C#, Processing, P5js* and much experience using *Unity* with the *Oculus rift*. A firm understanding in *Python, Arduino, HTML* and *CSS* and experience using *Unreal Engine*. I possess the ability to work efficiently as an individual as well as within a team, adapting to new and challenging situations.

Work Experience:

May 22nd 2017 - Present day **Creative Technologist, Head of content and Educator at *blue{shift} Education***
- Created and manage all company programming content
- Do technological research for the company, discovering new and interesting tech
- Explain and instruct teachers on how to teach effectively, with lessons in Python, JavaScript, Java, HTML, Minecraft modding, hand drawn animation, Virtual reality and 3D printing.
- Pitched, developed and taught my very own Virtual reality club, writing all content from scratch and teaching it in schools. Using Unity and google cardboard
- Pitched, developed and taught 3D printing course, also designing and writing the content

September 1st – 2nd   **Virtual Reality Art Exhibition: – *Negative Space***
   WE ARE NOW Festival* at *The Rich Mix
- Performed my virtual reality art piece at the *RichMix* for *WEARENOW Festival.*
- The piece used an Xbox One Kinect alongside an Oculus Rift headset to display people in the exhibition room inside the head set. The piece ran on the Unity game engine. A remake of *Negative Flux*.

May 20th   **Virtual Reality Art Exhibition: - *Negative Flux***
   WE ARE NOW* Opening Launch Festival at *Juju's Bar & Stage
- Performed my university final year virtual reality piece for *WEARENOW Festival.*
- The piece used an Xbox One Kinect and an Oculus Rift headset. The headset showed people in the exhibition room but moving as other 3D models. The scene showed a remodelled version of the real exhibition room however, the scene changed depending on the time.

July - August 2016   **Teaching *City University of Hong Kong* students coding**
- Taught essential P5js skills to university students from *City University of Hong Kong* 4-5 days a week
- Communicated with students in their native language, understanding the situation from their cultural perspective, displaying my skills to adapt to new situations
- Resolved issues with students regarding classes, personal matters and general comfort
- Organised tours around London requiring excessive planning and time management as well as control and observational skills when navigating foreign students around central London

July 2012   **Studio E architecture:**
- Shadowed a group of architects and learnt to use professional architectural programs such as Bentley Microstation V8i and Bentley Architecture V8i

Education

2014 – May 2017	**Goldsmiths University of London – BSC Digital arts and Computing (2:1)**

- Taught to code with Java (processing) and progressed to C++ using *Openframeworks* alongside art studies
- Created three Virtual Reality projects during degree
- Modules include:
Artificial Intelligence, Advanced Graphics and Animation (VR), Computational Arts Practice, Audio-Visual Computing, Web Programming, Introduction to Digital Media, Perception and Multimedia, Principles and Applications of Programming, Critical studies in Computational Arts and Numerical Maths

2007- 2014	**Tiffin School**

- A-Levels: Art, Economics, Physics
A/S in Chinese, General studies and Maths Mechanics
- GCSEs: 5 (A*)s, 2 (A)s, 4 (B)s

Other Experience and Achievements

2015-2016	**Former captain of *Goldsmiths* Muay Thai Boxing & Open Mat Jiu-Jitsu Club**

- Organisational skills and attention to detail were required for administration work such as room bookings, coaching and membership payments

Duke of Edinburgh Bronze, Silver and Gold
- Developed both teamwork and leadership skills in a range of environments

Relevant Skills:

Problem solving skills: When studying a computing degree, thinking logically and being able to analyse a situation carefully are an essential asset, especially when it comes to solving errors and finding methods around problems.
Communication skills: This skill was displayed during my experiences working in retail and hospitality, as I dealt with challenging customer requests and queries.
Team work: Expanded skills while working at holiday camps and school workshops cooperating with the teachers.
Leadership skills: Often train and lead classes teaching both younger students and primary to secondary schools teachers how to code. Head of writing and managing content
Coding proficiencies: C++ (openFrameworks), C#, Java (Processing), Javascript (P5js), Python, HTML
Other proficiencies: Unity, Unreal Engine 4, Arduino, Xbox One Kinect, Git
Adobe and Graphic skills: Confident in use of Adobe Photoshop, InDesign, Illustrator and Art Rage.
Bilingual: Fluent in Chinese (traditional).

References

Alice Missen
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