Jordan Wu

43A Paulet Road
London
SE5 9HP
Mobile: 07775799353
E-mail: jordanwu1996@gmail.com

A reliable and focused individual with good time management skills. Currently working as Creative technologist and Head of content at Blue{shift} Creative Coding. BSc in Digital Arts and Computing, possessing highly proficient skills in *C#, C++, Unity, JavaScript, Java, Processing, P5js* and experience using 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} Creative Coding***

- Create and manage all company programming content, doing technological research for the company, discovering new and interesting tech
- Develop, plan and teach lessons in Unity, Python, JavaScript, Java, HTML, Minecraft modding, virtual reality, Arduino robotics and 3D printing.
- Pitched, developed and teach my own Unity virtual reality club, writing all content from scratch and teaching it in schools. Currently writing an augmented reality class
- Deliver content for events, workshops, meetings and clubs on time
- Manage all company equipment as well as organising and instructing teachers
- Fix and support any technical issues within the company such as the company website

September 1st – 2nd & May 20th 2017 **Virtual Reality Art Exhibitions: – *Negative Space* and *Negative Flux* for *WE ARE NOW Festival* at *The Rich Mix* and *Juju's Bar & Stage***

- Pitched and produced two virtual reality art pieces using Unity at WE ARE NOW festival, analysing and developing new ways to improve my second build
- The pieces used an Xbox One Kinect and an Oculus Rift headset. The headset showed people in the exhibition room but displayed them as moving 3D models. The scene showed a remodelled version of the real exhibition room, but changed with time
- Used C# for integrating Xbox Kinect 2 SDK 2.0 with Unity and combing 3D models with Kinect data

July - August 2016 **Teaching *City University of Hong Kong* students coding**

- Taught essential P5js and JavaScript skills to university students from *City University of Hong Kong* 4-5 days a week
- Assisted students with any coding and system issues they experienced, in their native language

Education

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

- Produced four virtual reality projects with Unity and Unreal Engine.
- Learnt to produce clean and high quality code.
- Taught how to use C#, C++ using Openframeworks , Java, Javascript and C# scripts for Unity
- Basic web programming with HTML, CSS and JavaScript
- 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 Courses
Took courses to further my understanding in C#, Java and JavaScript

Udemy – C# Intermediate: Classes, Interfaces and OOP *by Mosh Hamedani*
Udemy – C# Basics for Beginners: Learn C# Fundamentals by Coding *by Mosh Hamedani*
Udemy – Java 9 Masterclass- Beginner to Expert *by Paulo Dichone*
Udemy – Becoming a Master of JavaScript from Scratch *by Ryan Dhungel*

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:

Coding proficiencies: C#, C++ (openFrameworks), Java Javascript 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 (Cantonese)

References available on request