Jaxson Van Doorn

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Projects ▼

Woofers 3D
github.com/woofers/woofers3d

Java

Woofers 3D is a Java API that attempts to unify the features of Box2D and Bullet Physics into a simple yet capable package that can be run on nearly any device via LibGDX. Supports modern features such as ray tracing, chasing camera, game states and 3D model importing.

Whale
github.com/woofers/whale

Haxe

Whale is a 2D arcade style game built using HaxeFlixel. It features score tracking, level generation and responsive accelerometer controls. Game is fully completed and can be downloaded from the Google Play Store.

Kangaroo Country
github.com/woofers/kangaroo-country

Actionscript 3

Kangaroo Country is a 2D side-scrolling game built in Actionscrpt 3. Game features two fully completed levels where you play as two distinct characters in-order to solve platforming puzzles. As levels are imported from JSON based Tile Editor files, more levels can be dynamically added and created by others.

Fox Hole
github.com/woofers/fox-hole

Javascript

Fox Hole is a 2D proof of concept game built in Javascript with Phaser. You play as a fox sneaking past enemy crocodiles using underground tunnels in order to save your brother. It features checkpoints and enemies complete with very basic AI.

Skills ▼

- Experience working with Java, Haxe, Actionscript 3, SQL and Git.
- Ability to quickly adapt to new tools, work-flow and procedures.
- Comfortable with both Windows, Linux and MacOS commandline tools and ecosystems.

Experience ▼

Line Cook at Spitfire Grill

June 2017 - October 2017

Sidney, BC

- Prepare food orders quickly and accurately using the appropriate procedures.
- Properly maintain and operate commercial grade kitchen equipment.
- Restock and consolidate inventory in dry and wet storage.

Education ▼

BSc, Computer Science at University of Victoria

Sept 2017 - Present

Victoria, BC

- Expecting Graduation in 2021