Robert Jordan

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Objective

Looking for a programming position or any other software related position where I can use my technical skills.

Skills

- Application Programming
- Game Programming
- Static Website Creation and Design
- GUI Creation and Design

Technology

LANGAUGES: C# (+WPF/XNA/IL/EF Core), C, C++, Java, ActionScript, HTML, CSS, JavaScript, Json, Some Python
SOFTWARE: Visual Studio, VS Code, Eclipse, FlashDevelop, Matlab
ENVIRONMENTS: Windows, Ubuntu Linux, Raspberry Pi, Arduino, AWS

Experience

SPITS INDUSTRIAL DESIGN INTERNSHIP

LOCATION: Nashua, NH | **DURATION:** Jul-Dec 2017

- Ubuntu Linux system setup.
- Video AI analytics system installation, configuration, and beta testing. (OMNI Foundation Platform)
- NVIDIA Jetson setup and programming.
- x86 to Arm64 cross compilation setup.
- NVIDIA CUDA GPU Framework programming.
- Caffe neural network programming. (https://github.com/trigger-death/Caffe-TicTacToe)
- Arduino Mega 2560 vehicle navigation AI development.

OPEN SOURCE COMMUNITY PROJECT: OPENRCT2

An open source project to decompile RollerCoaster Tycoon 2 (written in assembly) and translate it into C then C++. The goal is to improve the game's existing features, add new features, and make it cross platform. I worked on a variety of new features to improve gameplay and customization. I made a few new graphics for the features as well. I did a small amount of assembly decompiling.

LANGUAGES: C/C++, Assembly | **DURATION:** May-Jun 2015, Oct-Nov 2017
GITHUB: https://github.com/OpenRCT2/OpenRCT2
MY COMMITS: https://github.com/OpenRCT2/OpenRCT2/commits?author=trigger-segfault

PERSONAL PROJECT: TRIGGER'S PC

A tool for Generation 3 Pokémon aimed at legitimate play. It acts as a home for all your saves where you have the ability to interact with and between them. The main benefits are storage and speed. With it you can hoard anything your heart desires and make instantaneous trades. Overall the goal is to extend gameplay to allow more freedoms that the games don't offer on their own. Personally, I can't play Pokémon without Trigger's PC anymore.

LANGUAGES: C#, XAML, WPF | **DURATION:** May-Jul 2016
HOME: https://projectpokemon.org/forums/forums/topic/37582-gen/
GITHUB: https://github.com/trigger-segfault/TriggersPC

OTHER PROJECTS

- (Skyrim CK) Snowdrift Manor: https://imgur.com/a/Naw84
- (C++) Ascii Artist: https://github.com/trigger-segfault/AsciiArtist
- (Java) Metroid Map Guardian: https://imgur.com/a/qT4IM
- (C#/WinForms) Trigger's RCT2 Tools: https://trigger-segfault.github.io/tools/rct2-tools/
- (C#/XNA/XAML/WPF) Zelda Oracle Engine: https://github.com/trigger-segfault/ZeldaOracle

Education

CHAMPLAIN COLLEGE | 2012-2014 | GAME PROGRAMMING

COURSES:
· Game History and Development | **EGD-100** | Fall 2012
· Applied Calculus | **MTH-230** | Fall 2012
· Game Technology I (ActionScript/Flash/FlashDevelop) | **EDG-202** | Spring 2013
· Matrices, Vectors, and 3D Math (Matlab) | **MTH-250** | Spring 2013
· Data Structures and Algorithms (C++) | **CSI-281** | Fall 2013
· Graphics/Game Engine Programming I (C#/XNA) | **EGP-200** | Fall 2013
· Discrete Mathematics | **MTH-270** | Fall 2013
· Game Production I (ActionScript/Flash/Android) | **EGD-220** | Spring 2014
· Game Architecture (C++) | **EGP-310** | Spring 2014
· Linux/Unix Programming (C/Bash/Mint Linux) | **CSI-230** | Spring 2014
· Networking Fundamentals | **CMIT-130** | Summer 2014

COLLEGE PROJECT: ONE WAY
A unique puzzle game where there are two grids that each have a character with restricted movement based on axis. Each character must use objects in their maze to aid the other character in reaching the goal.

> **LANGUAGES:** ActionScript
> **IMAGE ALBUM:** https://imgur.com/a/InfQC

COLLEGE PROJECT: MURICAN' TETRIS
A Tetris clone with weapon tetrominos like nukes and mines, as well as red, white, and blue colored tretrominos. It's as flashy as can possibly be.

> **LANGUAGES:** ActionScript
> **IMAGE ALBUM:** https://imgur.com/a/AIyKL

MANCHESTER COMMUNITY COLLEGE NH | 2018-PRESENT | CIS

COURSES:
· Object-Oriented Programming (C#) | **CIS220** | Fall 2018
· An Intro to Program Using JAVA (Java) | **CIS148** | Spring 2019

References

RICK SPITZ
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