Jordan Brown

they/them
Game Developer, Software Engineer
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Profile

I am a confident, hard-working, focused individual and I love making games and tools, both professionally and as a hobbyist. I'm always looking to broaden my experience, solve interesting problems, and make great games! I'm passionate about XR, graphics programming, framework design, and network programming; I love providing solutions to the unique problems that appear in these fields.

Skills

• Proficient in multiple programming languages, including **C#, C++, Objective-C, Java, Python, Javascript, Ruby** and **Rust.**
• Competent with agile software development workflow and practices such as **sprint planning** and **code review.**
• Experienced in using **proprietary hardware** & **AR/VR technologies**, having developed software on the **Playstation Vita, Samsung GearVR,** and **Apple ARKit.**
• Experienced in developing games and software for **mobile platforms** as well as **console/PC** games platforms.
• Proficient in graphics programming, able to write nontrivial shaders with **GLSL** or **HLSL.**
• Well-versed in modern programming practices – including **C# 9.0, new C++ standards,** and novel languages like **Rust.**
• Competent in using modern game engines and interfaces, such as **Unity, Unreal Engine 4,** and **Godot.**
• Highly experienced with source control solutions such as **Git, SVN,** and **Perforce.**
• Experienced with maintaining **SaaS** solutions, using cloud infrastructure such as **Amazon AWS,** and a variety of backend technologies.
• Efficient and responsible collaborator, able to lead or serve within a **team.**

Professional Experience

Game Programmer
Tag Games, Dundee
March 2019 – Present
Worked on a live-ops project for mobile supporting the popular racing game **CSR 2.** Responsibilities included creating an inbox interface to allow the marketing team to send event updates and messages to players, and the delivery of new event-related currencies OTA. Currently working on an unannounced project.

Software Engineer
WRLD Ltd, Dundee
October 2017 – March 2019
Contributed to WRLD's 3D interactive mapping platform, supporting all levels of the development from the frontend 3D maps themselves, to user-facing construction tools using **React.js,** to the **big-data processing** backend that built the maps from **GIS data** and serving these maps on our **cloud infrastructure.**

Junior Technology Programmer

Tag Games, Dundee
June 2016 – September 2017
Worked on numerous mobile game projects, including *Ballarina* (an endless-runner/racer hybrid for Nickelodeon) and *Prison Architect Mobile* (a port of Introversion Software's popular PC prison management simulator for tablet devices). Responsibilities also included developing prototypes and assisting pitching teams.

Teaching Assistant

University of Abertay, Dundee, AMG
January 2016 – April 2016
Provided assistance in practical learning sessions, supporting lecturing staff by helping students on their graphics programming module.

Game Developer

Dundee Contemporary Arts (Contract), Media Installation
January 2015 – May 2015
Created an interactive media installation that ran throughout April 2015, using an Arduino microcontroller.

Software Developer

Sterling Resources Ltd. (Contract), Web/Database Backend Development
July 2012 – August 2012
Responsibilities included writing real-time logging software for offshore oil rigs, designing a web-based frontend for desktop and mobile.

Intern Software Developer

Trusted Management Ltd, PC / Linux / Perl
November 2009 – August 2010
Responsibilities included rescuing lost emails in a corporate account from an archive, programmatically.

In addition to the above, I have worked on a number of game jam games and small prototypes, accessible via my website at https://melon.zone

Education

Computer Games Technology (BSc, Honours)

Abertay University, Dundee
2012 – 2016, Honours, 2:1

References

Available on request.