

# Jordan Brown

Game Developer, Software Engineer

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## Profile

I am a confident, hard-working, focused individual and I love making games, 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 AR/VR, graphics programming, machine learning, and network programming; I providing solutions to the unique problems that appear in these fields.

## Skills

- Proficient in multiple programming languages, including **C++**, **C#**, **Python**, **Haxe**, and **Javascript**.
- Competent with agile software development workflow and practices such as **sprint planning**, **code review**, and **git-flow branching**.
- Experienced in using proprietary hardware & **AR/VR technologies**, having developed software on the **Playstation Vita** and **Samsung GearVR**.
- Experienced in developing games 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 **new C++ standards**, etc.
- Competent in using modern game engines and interfaces, such as **Unity3D** and **Unreal Engine 4**.
- Experienced with using source control solutions, such as **Git**, **SVN**, and **Perforce**.
- Competent with writing **multiplayer networking code**.
- Efficient and responsible collaborator, able to lead or serve within a **team**.

## Work Experience & Major Projects

### Junior Technology Programmer

*Tag Games, Dundee*

June 2016 – Present

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.

## **Game Developer**

*Tragic Magic – Arcade Hardware & Leap Motion Sensor, PC*

January 2015 – April 2015

Global Game Jam entry, made with two other programmers and a designer. A versus game which involved casting magic using physical wands tracked by a Leap Motion sensor in the middle of the table-style arcade cabinet. Won the Community Choice Award at the IGDA Dundee Play Party.

## **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 <http://www.doctor-melon.com>

## **Education**

### **Computer Games Technology (BSc, Honours)**

*Abertay University, Dundee*

2012 – 2016, Honours, 2:1

### **Software Development (HND)**

*North East Scotland College (Formerly Aberdeen College), Aberdeen*

2010 – 2012

*Distinction*

## **References**

*Available on request.*