

Jordan Chapman

Gameplay and Graphics Programmer

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Portfolio: <https://nordaj.github.io>

SUMMARY

I have been programming for 5 years with a passion in game development. I enjoy gameplay and graphics programming and am looking for a position in the game industry.

EXPERIENCE

Programmer

Intermountain Retail Solutions, Mesa, AZ

May 2019 - Present

- Continued work in projects from internship.
- Worked on several web api (REST and GraphQL) clients used to assist in automation in tools the team uses.
- Worked on various tools used in the office for the support team.
- Worked on utilities for national parks.

Intern Programmer

Intermountain Retail Solutions, Mesa, AZ

March 2019 - May 2019

- Created an AES Encryption library in C supporting all key sizes and ECB/CBC modes.
- Worked on ticket printing and markup language used to format tickets used in many national parks. (C#)
- Worked on preference saving library that manages registry and appdata in C#.

Freelance Gameplay Programmer

Various Companies, Remote

- Worked for several satisfied clients.
- Created full quest system and worked on inventory system for Interlight Studio.
- Created 2d galaxy generation and serialization utility and 2d orbiting mechanics with a drawn trajectory for a TBA title.
- Worked on enemy AI, fixed several bugs, and setup a clean animation controller for their game, Cryoflash.

SKILLS

Languages

C#, C++, C, HTML, CSS, JS

Tools

Visual Studio, WPF, Git

Unity3D, Game Maker

Maya, ZBrush, Substance Designer/Painter, Photoshop, Blender

Misc

Gameplay Programming

Graphics Programming

Tools Development

VR Development

OpenGL/DirectX

Linear Algebra

Physics

Encryption

ACHIEVEMENTS

-Published multiple self developed video games.

-Provided high quality code to several satisfied clients on time.

-Learned about and implemented AES with great performance in 2 weeks with no prior encryption experience

-Created a small game engine in 2 months.