# Gordon T. Jennings

9 McTavish Street
Oromocto, NB
E2V 3N7
H: (506) 208-2008
M: (506) 292-2187

gordon@gordonjennings.net
www.gordonjennings.net

## Skills

| Programming: | APIs: | Scripting: |
|---|---|---|
| C/C++ | DirectX | ActionScript 3 |
| C# | FMOD | JavaScript |
| Java | SDL | HTML5 |
| | SFML | MySQL |
| | XNA | PHP |
| | Ogre3D | XML |
| | FlashPunk | Ruby |
| | Box2D (AS3) | |
| | Rails | |
| | Metaio | |

## Education:

**Applied Arts Advanced Diploma** – NBCC Miramichi('11-'12)
**Electronic Game Design** - NBCC Miramichi ('09-'11)

## Work Experience:

**Programmer** – Department of National Defense –
 October '13-Present
Programming simulations with Unity3D(C#).

**Programmer** – Loogaroo – Oct '15-March '16
A contract programming a children's game for iOS and
Android using Unity(C#).

**Programmer** – NDi Media – April '14-April '14
Programming children's Flash games with AS3 (AIR,
Flex, FD) for iOS platforms (short term contract).

**Programmer** – 4$^{th}$ Monkey Media – July '13-March '14
Programming HTML5 games.

**Programmer** – Lextech – August '13-September '13
Programming an augmented reality app for Android
using the Metaio SDK and Unity3D (C#).

**Promoter** – Nintendo – June '13-June '13
Promoting the Wii-U at Hockey Night in Canada at the Charlottetown venue.

**Programmer** – NBCC – May '13-June '13
Progamming augmented reality apps for Android using Unity3D (C#) with the Metaio SDK. The Metaio SDK consists of libraries for augmented reality using image tracking and GPS tracking.

**Programmer** – Cupcake Digital – Dec '12-May '13
Programming mobile children's games and story/colouring books using AS3(AIR, IDE) and XML.

**Programmer** – Telos Entertainment – Dec '11-Dec '12
Programming mobile and web games with Unity3D using C# and JS, as well as Flash using AS3(Flex).

**Programmer** – Department of National Defense
                – Sept '11-Dec '11
Programming training software in Unity3D using *C#* and C++.

**Programmer** – Loogaroo – Apr '11-Sept '11
Programming Unity3D and Flash games using Javascript(Unity flavor) and ActionScript 3.

**Tutor** – Sept '10-Present
Periodic tutoring for students who need assistance with programming.

**Administrative Assistant** – MAEA – Summer Months '10-'11
Answered phone calls, emails, faxes, admined Facebook and Twitter pages, coordinated events, and did general tech support.


Related Experience:

**Programmer** – Jalloo Game Jam '15
Created a continuous runner side-scroller in which the user must shoot clear the path for the main character using C# and Unity3D.

**Programmer** – Jalloo Game Jam '14
Created a 3$^{rd}$ person platformer with Metroid-Vania-esque mechanics using C# and Unity3D.

**Programmer** – Global Game Jam '14
Created a 3$^{rd}$ person platformer with C# and Unity3D.

**Programmer** – Global Game Jam '13
Created a side-scroller frustration game with C# and Unity3D.

**Programmer** – MolyJam '12
Created a tube shooter with C# and Unity3D.

**Programmer** – Global Game Jam '12
Created a side-scroller and 3$^{rd}$ person bullet hell game with C# and Unity3D.

**Programmer** – Jalloo Game Jam '11
Created a 3D gravity based dirt bike racer with C# and Unity3D.

**Programmer** – Advanced Micro Devices – April '11
AMD held a video contest to win a video card and I made a small game with Unity3D and made recording of the gameplay. I won.

**Programmer** - Global Game Jam '11 - January '11
Created a 2D Tournament Fighter using ActionScript 3. Worked on this project at Loogaroo's studio which lead to the invitation to take my practicum there.

**Programmer** - NBCC Game Jam - Fall '10
Created a 3D side-scroller using JavaScript in Unity3D.

**Volunteer** – Jalloo Festival - June '10
Helped setup computers for the Jalloo Gaming and Animation Festival.

**Programmer** - Jalloo Game Jam '10 - June '10
a 2D side-scroller using GameMaker's scripting language.

**Programmer** - College Projects - Sept '09-June '11
Completed a number of programming projects at NBCC both individual and group. These include a FPS Dungeon/Maze game, a 3D Side-Scroller, a 3D Recursive AI Pathfinder, a 3D Flight Shooter, and more.

**Beta Tester** – NC Soft - Summer '09
Participant in the North American closed and Chinese open betas for Aion.

References:

**Brian McGee**
Lead at 4$^{th}$ Monkey Media
506-778-6797
brian.mcgee@lextech.ca

**Kevin Gallant**
Supervisor at NBCC
506-778-6742
kevin.gallant@nbcc.ca

**David Woodard**
Instructor at NBCC
506-778-6224
david.woodard@nbcc.ca

**Darren Reid**
Instructor at NBCC
506-778-6747
darren.reid@nbcc.ca

**Gene Fowler**
Owner of Loogaroo
506-622-3333
gfowler@loogaroo.com