

JORDAN BLAKE

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EXPERIENCE

Software Engineer

(Sept 2015 – Present)

Bridgeworks Ltd

Maintaining products and developing features for WAN acceleration technology, developing for a C backend alongside an HTML/JavaScript/Lua web interface.

Working in small agile teams to plan and implement new features collaboratively with other engineers, and mentoring junior employees.

Hourly Paid Demonstrator

(Sept 2014 – May 2015)

University of Lincoln

Assisted teaching second year students, delivering to a class of 70 during practical programming workshops. Initially focusing on modern OpenGL, followed by use of popular game engines.

EDUCATION

MComp Games Computing (Master of Computing)

(Sept 2011 – June 2015)

University of Lincoln *Grade: Merit, 1st at BSc*

Modules include:

- Game Engines
- Computer Graphics
- Games Programming
- Software Development
- Computer Vision & Robotics
- Social Applications

BTEC Interactive Media

(Sept 2009 – June 2011)

New College Stamford *Grade: DDM*

PROJECTS

Cross-Platform Game Engine

Developing tools and exploring game engine architecture with an engine targeting Windows, Linux, Android, and WebGL using C++11.

Song Finder WP8 App

Utilised REST APIs to create a Windows Phone 8 application which allows a user to search for a television show and receive a listing of songs that appeared in each episode.

Museum of Lincolnshire Life Mobile Game

Android application written in Java, developed in collaboration with the Museum of Lincolnshire Life, exploring information delivery through mixed reality games using NFC tags and iBeacons.

GameCity Exploration

Exhibitor at GameCity 2014, using NFC tags alongside environmental clues to examine how players interact and explore with a mobile game in an open real world environment.

RESEARCH

Procedural Generation of Race Tracks

(Sept 2014)

Presented at EUROSIS Game-On 2014, 15th International Conference on Intelligent Games and Simulation.

UROS: Human Graphics Pipeline

(July 2014)

Paid research project at the University of Lincoln, exploring paper and web-based pedagogical tools for aiding students learning computer graphics concepts.

TECHNICAL SKILLS

Languages & APIs: Modern C++, C, C#; HTML, JavaScript, Lua; Bash; Modern OpenGL, XNA

Platforms & Technologies: Linux, Git, Travis CI, Vim; Android NDK & SDK, Windows, Visual Studio