

Jordan Blake

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ABOUT

Driven software developer with a passion for creating complete end user experiences, with 3 years professional experience integrating new features into existing deployed projects, and demonstrable personal experience across a variety of different technologies and platforms.

EDUCATION

MCOMP GAMES COMPUTING

University of Lincoln

2011 - 2015

MODULES

Computer Graphics
Computer Vision & Robotics
Games Programming
Social Computing

DISSERTATION

Procedural Generation of Race Tracks, integrating in-game content generation with an existing open-source game. Published and presented at EUROSIS GameOn '14.

BTEC INTERACTIVE MEDIA

New College Stamford

2009 - 2011

MATERIAL

Adobe Suite
Photography
Video directing and editing
Animation

SKILLS

BACK-END

Modern C++ • C • C#

WEB

Lua • JavaScript • jQuery
Apache • MySQL

LIBRARIES & APIS

Modern OpenGL • Emscripten
XNA • MonoGame • Qt

ENVIRONMENT

Linux • Bash • Git • Vim
Visual Studio • Valgrind
TravisCI • Jenkins • Gerrit

EXPERIENCE

SOFTWARE ENGINEER | Bridgeworks Ltd

Sept. 2015 - Present

Developing for a product built on the Linux kernel, using latency mitigation to decrease transfer times between WAN links. Working in small agile teams, responsibilities include planning and implementing new features amongst teams, maintaining released SKUs, participating in the code review process, and mentoring other engineers.

- Planned, implemented, and released multiple long term projects within teams
- Developed internal tools and formalised processes to increase the quality and maintainability of the codebase
- Direct mentor to multiple junior and student engineers
- Writing documentation, both internal research and planning, and customer-facing guides and manuals

HOURLY PAID DEMONSTRATOR | University of Lincoln

Sept. 2014 - June 2015

Assisted teaching a class of 70 second year students in *Games Computing* and *Computer Programming* modules at the University of Lincoln, planning lessons with lecturers and assisting in teaching practical workshops, covering modern OpenGL and various game frameworks.

PROJECTS

MEWPAD: CODE REVIEW WEBSITE

Website for hosting and sharing documents to be annotated by others, facilitating a code review system for short non-versioned snippets or files.

<https://mewpad.io>

Apache serving dynamic pages with Lua and MySQL

CROSS-PLATFORM GAME ENGINE

Developing a game framework and related tools in modern C++ for deploying graphical OpenGL applications across Windows, Linux, Android, and the web. Modern C++, OpenGL, Android NDK, Emscripten

MOD_WREN

Apache module integrating Wren, a dynamically typed scripting language with C-like syntax, providing a PHP-like form of embedding code blocks inside HTML. C, Apache, Wren

MUSEUM OF LINCOLNSHIRE LIFE

A mixed-reality game set in a museum, using Bluetooth LTE beacons to track and find museum exhibits based on clues from your Android phone or tablet. Android SDK, Java

SONG FINDER MOBILE APP

Mobile application for searching TV shows and returning a listing of songs played in each episode of the show, with iTunes integration for audio previews and purchasing.

Windows Phone 8 SDK, REST APIs

UROS: HUMAN GRAPHICS PIPELINE

Paid research project to develop pedagogical tools for the University of Lincoln to teach students the fundamentals of the graphics pipeline with a paper-based format.