Jordan Blake

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Experience

Software Engineer (Sept 2015 – Present)
Bridgeworks Ltd
Developing software deployed on Linux servers for WAN acceleration, running a C backend with a web interface powered by Lua and JavaScript.

Working in small agile teams, responsibilities include planning and implementing new features with team members, bug fixing to maintain deployed products, participating in code review, and mentoring junior engineers.

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*

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.

Procedural Generation of Race Tracks
Third year dissertation project presented at EUROSIS Game-On 2014, 15th International Conference on Intelligent Games and Simulation.

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.

Code Review Web Service
Web service for quick and easy sharing of code snippets, with the ability to provide constructive comments for others and track revisions. Runs on Apache with Lua and MySQL.

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

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

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.

Technical Skills

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

Platforms: Linux with Vim, and VS Code as a GBD front-end; Windows with Visual Studio

Tools: Git, Valgrind, Android NDK/SDK, Emscripten, Travis CI, Jenkins, Gerrit, Bugzilla