

JORDAN J PECK

<http://www.JordanPeck.me>

Male aged 22

Email: jordan.me2@gmail.com

Contact for further details

PERSONAL PROFILE

I'm a great problem solver with a knack for working out the whys and wherefores of how things work. I'm good at thinking outside the box and coming up with original and creative solutions. A good team player with the initiative and self-sufficiency to also work well independently.

KEY SKILLS

Technical Skills

- Confident programmer in c++, c#, lua, php and basic.
- Good understanding of PC hardware set-up and configuration
- Experienced in video game design on PC, Android and IOS platforms

Personal Skills

- Excellent problem solving
- Socially confident with a good sense of humour.
- Strong attention to detail
- Able to work on my own initiative and as part of a team
- Clean Driving License

GAMING AND GAME DESIGN EXPERIENCE

- In my third year of my university games development course focusing on c++ game development working on individual and team projects, including game design, code planning, implementation and testing methodology.
- Currently developing a fully featured mobile platformer game that has been in progress for the last 3 years and is due for release in summer 2016 on Android and IOS.
- I created and published three apps on the Android and IOS Store:
 - "CS:GO Mobile" a companion app to be used alongside CS:GO, allowing purchase of in-game equipment from the app.
 - "Energy Snake" - a reaction based snake style game.
 - "Recite Math Constants" - a fun tool to help learn different math constants like π and $\sqrt{2}$. Achieved some commercial success from these apps.
- Experienced using c# from several personal and university projects using Unity 3D.
- I have produced several tech demos using voxel terrains and procedural generation in 3D space, these are detailed on my website listed at the top of this page.
- Worked as part of a team to create a demo of an FPS game including networking, AI and accurate bullet physics.
- I was asked to design three separate ESL (ESports League) tournament racing tracks for the "TrackMania" game, and received positive feedback from the TrackMania community.
- Avid PC gamer since my first Windows 95 machine at the age of 6.

WORK EXPERIENCE

Technical Assistant at software company Taxaccord, Amersham (Part-time 2011-Present)

- Maintained the servers, developed and managed the company intranet and solved IT issues.
- Worked mostly independently, using my initiative and problem solving skills.

Managed my own computer business (Part-time 2008-2013)

- Designed, built, maintained and repaired desktop PCs and laptops.
- Through this work I was able to consolidate and improve my technical skills.
- Had to negotiate and communicate effectively with my customers in order to ensure their IT needs were met.

Technical Assistant at Alcom Computing, Chesham (Sept 2009)

- Installed a server onsite, repaired customers' PCs and assisted with hardware and software issues.
- Liaised with customers over the phone and in person, to provide a quality service.

IT Engineering Assistant at Root 6 Ltd, London (Sept 2009)

- Assisted in installing fibre optic cabling and film/TV video hardware at various sites.

Voluntary work at children's' holiday club (Summers 2008-2010)

- Responsible for sound, lighting and visuals on the technical team.

EDUCATION

➤ **Bachelor of Science (Honours) Degree in Computer Games (Software Development)**

Southampton Solent University, UK Sept 2013 – Present (Ongoing)

➤ **BTEC Level 3 Extended Diploma in Information Technology**

West Herts College, Watford, UK Sept 2011 - July 2013

➤ **AS level Maths** (grade E)

➤ **GCSEs:** eight good pass grades, including in English, Maths, Statistics and Physics

Amersham School, Amersham, UK Sept 2005 - July 2011

PERSONAL INTERESTS

- Photography: confident using a DSLR and advanced Photoshop techniques.
- Hiking, travelling and skiing

REFERENCES

Available on request.