

# Jordan Brown

they/them

Game Developer, Software Engineer

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## Profile

I am a confident, hard-working, focused freelance software engineer with extensive experience in making games, both professionally and as a hobbyist. However, I'm always looking to broaden my skillset, solve interesting problems, and bring people's creative visions to life! I'm passionate about optimization, graphics programming, software architecture, and network programming; I love providing solutions to the unique problems that appear in these fields.

## Skills

- Proficient in multiple programming languages, including **C#, C++, Objective-C, Java, Python, Javascript, Ruby** and **Rust**.
- Competent with agile software development workflow and practices such as **sprint planning** and **code review**.
- Experienced in using **proprietary hardware & AR/VR technologies**, having developed software on the **Nintendo Switch, Playstation Vita, Samsung GearVR**, and **Apple ARKit**.
- Experienced in developing games and software for **mobile platforms** as well as **console/PC** games platforms.
- Proficient in graphics programming, able to write nontrivial shaders with **GLSL** or **HLSL**.
- Well-versed in modern programming practices – including **C# 9.0, new C++ standards**, and novel languages like **Rust**.
- Competent in using modern game engines and interfaces, such as **Unity, Unreal Engine 4**, and **Godot**.
- Highly experienced with source control solutions such as **Git, SVN**, and **Perforce**.
- Experienced with maintaining **SaaS** solutions, using cloud infrastructure such as **Amazon AWS**, and a variety of backend technologies.
- Efficient and responsible collaborator, able to lead or serve within a **team**.

## Professional Experience

### Software Development Consultant

*Unity Technologies, Remote*

September 2021 – March 2024

Worked on a customer-facing development consulting and support team, working directly with game development teams to help them achieve commercial success on platforms with demanding requirements by helping to optimize their games, go through certification processes, and provide expert technical advice about the Unity game engine. Projects included porting *Oddworld: Soulstorm* from Playstation 5 to Nintendo Switch, and porting

*Outer Wilds* to Nintendo Switch.

## **Game Programmer**

*Tag Games, Dundee*

March 2019 – September 2021

Worked on a live-ops project for mobile supporting the popular racing game **CSR 2**.

Responsibilities included creating an inbox interface to allow the marketing team to send event updates and messages to players, and the delivery of new event-related currencies OTA. Worked in pre-production on an unannounced project.

## **Software Engineer**

*WRLD Ltd, Dundee*

October 2017 – March 2019

Contributed to WRLD's 3D interactive mapping platform, supporting all levels of the development from the frontend 3D maps themselves, to user-facing construction tools using **React.js**, to the **big-data processing** backend that built the maps from **GIS data** and serving these maps on our **cloud infrastructure**.

## **Junior Technology Programmer**

*Tag Games, Dundee*

June 2016 – September 2017

Worked on numerous mobile game projects, including **Ballarina** (an endless-runner/racer hybrid for Nickelodeon) and **Prison Architect Mobile** (a port of Introversion Software's popular PC prison management simulator for tablet devices). Responsibilities also included developing prototypes and assisting pitching teams.

## **Teaching Assistant**

*University of Abertay, Dundee, AMG*

January 2016 – April 2016

Provided assistance in practical learning sessions, supporting lecturing staff by helping students on their graphics programming module.

## **Game Developer**

*Dundee Contemporary Arts (Contract), Media Installation*

January 2015 – May 2015

Created an interactive media installation that ran throughout April 2015, using an Arduino microcontroller.

## **Software Developer**

*Various Contracts*

November 2009 – August 2012

Responsibilities included writing real-time logging software for offshore oil rigs, designing a web-based frontend for desktop and mobile, and rescuing lost emails from corporate email accounts.

In addition to the above, I have worked on a number of game jam games and small prototypes, accessible via my website at <https://melon.zone>

## Education

### **Computer Games Technology (BSc, Honours)**

*Abertay University, Dundee*

2012 – 2016, Honours, 2:1

## References

*Available on request.*