

JORDAN PECK

www.JordanPeck.me

Male aged 23

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Contact me 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 think outside the box to come up with original and creative solutions. I work well in a team whilst also demonstrating the initiative and self-sufficiency to work independently.

KEY SKILLS

Technical Skills

- Accomplished programmer in C/C++, C#, HLSL, Java, Lua, BASIC, PHP, HTML and MySQL
- Experienced in software development on Windows, Linux, MacOS, Android and iOS platforms
- Confident using project management tools and Git source control
- Created and maintained technical documentation

Personal Skills

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

GAME DESIGN AND PROGRAMMING EXPERIENCE

- My passion is procedural generation and in particular **coherent noise generation algorithms**. I have **developed an open source C++ noise library** with the aim of it being the fastest performing noise library available. I have achieved this by using **SIMD CPU intrinsic functions (SSE, AVX, NEON)**. This, together with many hours of optimisation, makes my library five times faster than the popular noise library "LibNoise".
- My degree in computer games software development focused heavily on **C++ programming skills for 2D and 3D games**. This included working on individual and team projects, game design, code planning, documentation, implementation and testing methodology. The units I achieved particularly high marks for included Advanced Games Programming, Games Physics, Computer Graphics for Games and Programming Fundamentals.
- For my dissertation I researched and **created a spherical voxel engine in C++** which used a non-axis aligned voxel layout to create planets out of pseudo cuboid blocks. The planets could be virtually limitless in size since only voxels near the camera would be loaded and rendered. I achieved this **using a complex threading system** to fully utilise the CPU for terrain and mesh generation, whilst keeping a smooth framerate.
- I have **developed and maintained an asset on the Unity 3D store**. This includes a C# version of my noise library together with **multiple platform native C/C++** libraries and a C# interface to make use of SIMD noise generation. I created and maintained **technical documentation** for the library, and **provided technical support** for customers.
- Experienced using various **Linux systems in a desktop and server environment**. My website runs off a Linux VPS that I setup and maintain which uses **HTTPS and HTTP/2**. I run a Raspberry Pi to host several servers such as TeamSpeak and various game servers. My C++ SIMD library is also **fully supported across Windows, Linux, MacOS, Android and iOS**.
- At university I worked on various team projects such as creating an FPS game using networking, AI and accurate bullet physics. I worked on **graphics programming using DirectX 11 API** to create HLSL shaders for use in 3D C++ games programming. I created a **physics engine supporting hundreds of simultaneous moving objects** with friction and conservation of momentum calculations.
- I have created and published **three apps on the Android and iOS Store**, and achieved some commercial success:
 - "CS:GO Mobile" a companion app to be used alongside CS:GO, allowing purchase of in-game equipment from the app.

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- “Energy Snake” - a reaction based snake style game.
- “Recite Math Constants” - a fun tool to help learn different math constants like π and $\sqrt{2}$.
- At the request of ESports League (ESL) I created three separate ESL tournament racing tracks for the game TrackMania, and received great feedback from the TrackMania community.

WORK EXPERIENCE

Game Developer for Schine GmbH working on PC title “StarMade” Jan 2016 - Present

- Responsible for designing and implementing a highly optimised noise generation library, giving a 20 times performance boost over the old system.
- Using this new noise system I redeveloped the terrain generation in the game to create more interesting landscapes which received excellent feedback from the game’s community.
- Quickly familiarised myself with their multi-million line code base in order to work with a team of developers using GitHub and team management tools.

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

- Responsible for maintaining the servers, developing and managing the company intranet and solving IT issues.
- Working with Microsoft Visio and SharePoint to automate creation of data graphs and diagrams.
- I work mostly independently, using my initiative and problem solving skills.

Managed my own computer business 2008 - 2013, Part-time

- Designed, built, maintained and repaired desktop PCs and laptops to consolidate and improve my technical skills.
- Learnt to negotiate and communicate effectively with my customers in order to ensure their IT needs were met.

Technical Assistant (Alcom Computing) and IT Engineering Assistant (Root 6 Ltd) 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.
- Assisted in installing fibre optic cabling and film/TV video hardware at various sites.

EDUCATION

- **BSc Honours Computer Games (Software Development) Second Class Honours, First Division (2:1)**
Southampton Solent University, UK Sept 2013 - July 2016
- **BTEC Level 3 Extended Diploma in Information Technology**
West Herts College, Watford, UK Sept 2011 - July 2013
- **GCSEs:** Eight good pass grades, including in English, Maths, Statistics and Physics
Amersham School, Amersham, UK Sept 2005 - July 2011

PERSONAL INTERESTS

- Avid PC gamer since my first Windows 95 machine at the age of 6.
- Photography: confident using a DSLR and advanced Photoshop techniques.
- Hiking, travelling and skiing

REFERENCES

Available on request.