

# Jackson Luff

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**Portfolio:** [jackson-luff.github.io](http://jackson-luff.github.io)

## Personal Profile

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I'm a hardworking, self-motivated university graduate that has an ongoing devotion for game development. Through development I've come to learn that ever so growing passion lays within engine/graphics programming. Thus, I have an ever so passionate aspiration to apply professional and technical skills within a reputable game company.

## Technical Skills *(See portfolio for examples)*

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### Programming experiences:

- OpenGL
- 3D rendering techniques
- Basic AI
- Linear algebra
- Cross-platform development
- Effective communication
- Cocos2D (Javascript)
- Debugging
- Profiling
- Understanding of the rendering pipeline
- FMOD API (C++)
- XNA / Monodevelop (C#)
- PhysX & physics simulation
- PlayStation Vita porting (C#)

### Programming languages:

- C++
- GLSL
- JavaScript
- C#
- HTML
- CSS

### Software:

- Microsoft Visual Studio
- gDebugger
- NVidia Nsight
- Github
- Slack
- Perforce
- Unity
- Unreal Engine 4
- Adobe Photoshop
- Trello

# Projects

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## **Curro (2015)**

3D adventure game UE4  
[http://bit.do/Curro\\_Final-Zip](http://bit.do/Curro_Final-Zip) (159.91mb)

## **Checkers (2015)**

Checkers game with AI/FMOD (GenGein)  
<http://bit.do/CheckersGame-zip> (59.79mb)

## **Columns (2014)**

Match-3 game (JavaScrip/HTML/CSS)  
<http://bit.do/ColumnsGame-zip> (14.29mb)

## **Phys Vs PhysX (2015)**

Physics technical demonstration (GenGein)  
<http://bit.do/PhysVsPhysX-zip> (59.28mb)

## **GenGein (2015)**

3D engine programmed in OpenGL C++  
[http://bit.do/GenGein\\_Engine-Zip](http://bit.do/GenGein_Engine-Zip) (193mb)

## **Gravitas (2014)**

Alter gravity's direction to victory (Monodev)  
<http://bit.do/Gravitas-zip> (2.39mb)

# Education & Awards

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## **Advanced Diploma of Professional Game Development**

*2015*

Academy Of Interactive Entertainment (AIE)  
Melbourne, VIC

## **Kinect 4 Unreal Development Support Package**

*2015*

Microsoft Hackathon - More Personal Computing (MIGWHackathon)  
Melbourne, VIC

## **Most Polished Project Award for Columns Game**

*2014*

Academy Of Interactive Entertainment (AIE)  
Melbourne, VIC

## **Victorian Certificate of Education (VCE)**

*2013*

Horsham College  
Horsham, VIC

## **High Distinctions in Information Technology**

*2010-2013*

Horsham College  
Horsham, VIC

# Referees

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## **Matthew Dodd**

Second Year Programming Lecturer, Academy of Interactive Entertainment, Melbourne  
(*Current Lead Programmer at Aetos Games*)

Email: [matt@aetosgames.com](mailto:matt@aetosgames.com)

Phone: +61 3 9820 8201

## **John Sietsma**

Job title: Second Year Programming Lecturer at *Academy of Interactive Entertainment, Melbourne*  
(*Formerly a developer at Many Monkeys Development*)

Email: [john.sietsma@gmail.com](mailto:john.sietsma@gmail.com)

Phone: +61 402 569 303

## **Gordon Poultney**

Job title: Software Development Lecturer at Horsham College

Email: [Poultney.Gordon.A@edumail.vic.gov.au](mailto:Poultney.Gordon.A@edumail.vic.gov.au)

Phone: +61 3 5381 7100

## **Josh Carter**

Job title: First Year Programming Lecturer at *Academy of Interactive Entertainment, Melbourne*

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