

# JORDAN ARNESEN

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*Dabbler in all things creative. My passions lie at the intersections of technology, design, gaming, and education.*

## Projects

### CVALT

SEP 2014 - PRESENT

*Location and photo sharing app for the parkour community [ [web](#) ]*

- Focused on the User Interaction and reduced potential features down to a core experience
- Wrote backend in Node.js to interface with MongoHQ on Heroku
- Integrated AWS Cognito/S3 for hosting user generated content
- Bootstrapped web landing page to drive interest and collect users for beta testing

### Powermore

JUN 2014 - PRESENT

*Unique arcade style iOS game [ [App Store](#) ]*

- Implemented uncommon control scheme of following a player drawn path on screen
- Playtested and iterated frequently to refine the user interface and game mechanics
- Designed arcade-style graphics and animations with bright simple shapes and colors
- Created harmonious background music and sound effects

### Shattered Worlds

AUG 2014

*Ludum Dare #30, 72-hour game hackathon entry [ [Play](#) | [Video](#) | [Results](#) ]*

- Placed in the top 5% in 2 categories and in the top 25% in 3 others (out of over 1,000 entries)
- Designed, playtested, and fine-tuned 10 levels across 5 different world mechanics
- Created over 50 individual art assets for sprites and backgrounds (Illustrator)

### Flacq

AUG 2014 - OCT 2014

*Real world Flag Domination game with mobile scoring [ [ChallengePost](#) | [Come Out And Play](#) ]*

- Built with Estimote, Firebase, and SpriteBuilder at the Y Combinator Hackathon
- Designed game to take advantage of the unique strengths of iBeacon vs. GPS technology
- Storyboarded the user interactions and data flow and implemented a design element style guide
- Rebuilt from scratch to optimize codebase post-hackathon
- Featured in the San Francisco Come Out and Play Festival (October 2014)

### Echolocation Experience

SEP 2013 - MAY 2014

*Educational Kinect / iOS game*

- Game design as an exploration of the affordances of kinetic and audio-based learning
- Programmed in Processing using SimpleOpenNI to interface with an Xbox Kinect
- Judge's Favorite Award at the IDEATE Innovation Showcase, UC Berkeley's first annual student project showcase (May 2014)
- Redesign of user interactions and user interface for porting to iOS
- People's Choice Award at the iOS Development Demo Day, cash prize (May 2014)

### Asteroid Tycoon

APR 2014

*Ludum Dare #29, 72-hour game hackathon entry [ [Play](#) | [Results](#) ]*

- Placed in the top 25% in 6 out of 8 categories, including Overall (out of over 1,000 entries)
- Planned and balanced game across multiple variables to optimize challenge curve for players:
  - 6 robots with 7 traits each and multiple tiers of upgrades
  - 21 rock and mineral types with 2 traits each
  - 5 programmatically generated asteroid levels with different rock and mineral compositions
- Designed all the pixel art and animation effects (Pickle and Photoshop)
- Helped write in-game narrative elements

## Work Experience

### JTG Inc.

FEB 2009 - MAR 2010

#### *Arabic Language Analyst*

- Generated and documented time-sensitive Iraqi-to-English translations and intelligence analyses
- Sorted and prioritized 500-1000 actionable intelligence items daily
- Sustained effective communication of task division across 30 person team working 24/7 missions

### Gamestop

OCT 2008 - APR 2009

#### *Senior Game Advisor (Key Holder)*

- Served as acting manager and efficiently conducted store opening and closing duties
- Handled cash and merchandise assets valuing up to \$250k

### U.S. Navy

AUG 2002 - SEP 2008

#### *Cryptological Technician Interpretive (Arabic Translator and Intelligence Analyst)*

- Held a Top Secret/SCI Security Clearance granted by the U.S. Government
- Optimized task delegation for shifts of over 20 personnel while simultaneously coordinating with and providing valuable intelligence to units in Iraq and Afghanistan
- Monitored the function of over \$40 million in assets and adaptively troubleshoot issues to maximize mission effectiveness
- Identified weaknesses in existing job qualification standards and developed new methodology for training and assessment, improving team's linguistic and technical proficiency and accelerating qualification of new trainees

## Education

### MakeSchool Gap Year

AUG 2014 - PRESENT

#### *iOS and Web App Development, CS Theory [ [About](#) | [Founding Class](#) ]*

- Selected as one of 11 founding class members, out of 150 potential students
- Participated and provided mentorship at five youth and college hackathons nationwide
- Networked and performed outreach to drive enrollment for MakeSchool programs

### MakeSchool Summer Academy

JUN 2014 - AUG 2014

#### *iOS Game Development [ [About](#) ]*

- Full cycle product development of iOS mobile game, Powermore
- Performed as product manager, helping keep peer on track in their own game development process
- Pitched game design and monetization strategy to players and judges at end of program demo day

### University of California, Berkeley

AUG 2010 - MAY 2014

#### *Bachelor of Arts, Cognitive Science - 3.76 GPA*

- Emphases in Linguistics, Design, Programming
- Selected coursework: Computational Models of Cognition, Quantitative Methods in Linguistics, Tangible User Interface, Multimedia Narrative, Creative Writing, Technologies for Creativity and Learning
- Member of Phi Beta Kappa, national honor society

### Defense Language Institute Foreign Language Center

OCT 2002 - DEC 2004

#### *Arabic Basic, Arabic Intermediate – 3.8 GPA*

## Skills

- Objective-C, Node/JavaScript, Processing/Java, HTML/CSS, Scheme, R, Matlab
- Xcode, CoreData, Storyboard, MongoHQ, Heroku, AWS, Sublime, GitHub, SpriteBuilder, Cocos2D
- Adobe Photoshop and Illustrator CS5, iMovie, Audacity