# JORDAN MELLOW

Generalist Programmer – Gameplay Systems & UI

C++, C# generalist programmer with over a decade of experience in a variety of in-house and publicly available game engines; Snowdrop, Creation Engine, Anvil, Unity 3D. Experience shipping titles for console, mobile and PCs (Windows, Linux and MacOS).

## Website and Portfolio

My website has the most up-to-date info and some pretty pictures.
Please take a look at [jordanmellow.ca](jordanmellow.ca) !

## Experience

### Ubisoft, Montreal

// Gameplay Programmer
January 2021 – August 2023

- **Unannounced Single-Player FPS Title**
- Responsible for save-game systems and the auto-save feature.
- Support and development for many gameplay systems (inventory/items, loot, gameplay ingredients, etc.).
- Implement powerful ImGui debug tools for programmers, designers and QC.

### Bethesda Game Studios, Montreal

// Generalist Programmer
September 2020 – January 2021

- **Starfield**
- Generalist support on the Systems team.
- Established determinism for procedurally generated content for save systems.
- Supported development of runtime procedural generation systems for Starfield.
- Maintained the system orbital simulation for planets and celestial objects.

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## Ubisoft, Montreal

// Generalist Programmer
April 2015 – September 2020

- **R6: Extraction**, **For Honor**, **R6: Siege**
- Offline procedural tools (Houdini) integrated in Anvil editor (R6: Extraction).
- UI related gameplay systems and features (R6: Extraction, For Honor).
- Porting of Flash-based UI to modern view-model framework (R6: Extraction, For Honor).
- UI layout support for exotic resolutions (4K, multi-monitor, ultrawide) and general PC porting (R6: Siege).

## Ubisoft, Halifax (formerly Longtail Studios)

// Intermediate Programmer
July 2012 – April 2015

- **Trivial Pursuit Live**, **Rocksmith 2014**, **Sports Connection**, unreleased mobile title
- Liason for external engine support issues.
- Graphics, engine, and tools support for both feature programmers and content creators, general technical problem solving.
- General project support (build systems, asset pipelines, certification requirements).

## Ubisoft, Quebec City

// Technical Support Programmer
June 2011 – July 2012

- **Onyx Engine**
- On-site and remote client technical support and bug fixing.
- Support and integration of patches and feature requests in client branches.

# Links and Contact

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