

Jordan Faas-Bush

jfaasbush@gmail.com (781) 605-9402 jordanfaasbush.com Troy, NY (Local, Hybrid, Remote) [LinkedIn](#)

SKILLS:

Programming Languages: Python, Go, Groovy, TypeScript, Lua, C#, C++, C, TI-84 BASIC

Other: Jenkins, React, Git, Bash, Emacs, Blender, Asana, Kanban, Ballroom Dance

EXPERIENCE:

ControlZee - Software Engineer

2022-2025

Asset Management Tool - Python, Go, AWS, MongoDB

Inherited sole ownership of this tool. Managed assets (games, models, sounds, terrain, etc.) across the company. Coordinated content releases on live games. Improved tool performance 3x. Parallelized deploy types to prevent code release blockers. Sped up deployment to AWS for test environments.

Automated Content Release Processes - Jenkins, Groovy, Bash

Sole programmer. Automated multi-stage content release processes to just one click in Slack. Monitored and notified stakeholders of content statistics (size, deploy times, failures).

Automated Performance Testing - Jenkins, CI/CD, InfluxDB, Grafana

Sole programmer. Automated game performance testing. Made visualizations and tools for warning about performance changes across commits and branches. Monitored both branch status and resource changes.

Development Status Monitoring Site - Go, REST, GitHub, Terraform

Sole programmer. Made an internal development monitoring site to monitor development environment statuses, manage releases, and automate internal and external release notes.

Profanity Filter API - Python, REST

Sole programmer. Improved a basic system used by comments, chat, and asset naming. Mitigated censor avoidance tricks and added filters for personal information and age inappropriate topics.

PROJECTS:

ToothPike Games LLC - Cofounder, Developer, C#, Unity

2020-Present

Sole programmer on [Load Roll Die](#). Designed and implemented gameplay. Art tools. Localization. UI. CI/CD. Steam Integration. 22 weekly beta releases. Managed strategy, contractors, marketing.

Godot Mod Loader - Godot, GDScript, GLSL, JSON

2023-2025

Sole programmer. Implemented mod support for Godot project that allows mods to modify other mods. System loads assets (textures, models, content, scripts, etc.) at runtime and supports swapping mods without restarting. Used in a train layout building game that is under development.

Developed Unofficial Tools for picoCAD File Editing 1, 2 - Python, C#, Unity

2021-Present

Reverse engineered file format. Made tools for mesh editing, UV unwrapping, model optimization, file management, 3D texture painting. Set up CI/CD builds. 2k+ downloads.

Grave Shadows - C#, Unity

2019-2020

Programmer/manager. Team of 6. [E3 2019 College Game Finalist](#), 1 of 5 nationally out of 400+ submissions. NPC AI. Narrative tools converting scripts to in game conversations. Interactive yarnboard UI. Project management. Accepted and shown off at 4 festivals.

EDUCATION:

Rensselaer Polytechnic Institute (RPI), Troy, NY

December 2019

B.S. (Magna Cum Laude) Computer Science/Games and Simulations, Arts and Sciences (GSAS), Rensselaer Leadership Award