James Powell

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Programmer Analyst

Six years of experience developing highly organized, object oriented standalone desktop, mobile, and web applications.

Expertise

ASP.net PHP	PL/SQL MYSQL	C++ VC++.net	Unity VSCode	C#.net Java
Microsoft Visual Studios 2010+	SQL Server 2008+ MVC Pattern	Unreal Engine 4 Oracle 11g	Agile & Scrum Methodologies	Eclipse Juno Oracle APEX

Professional Experience

Programming Instructor - *Wiregrass Technical College, Valdosta, GA*
June 2016 to Present –
Responsible for teaching students the latest concepts, standards, and practices for multiple programming languages. Created a course to teach beginner Augmented Reality and Virtual Reality concepts using Unity3D and C#. Languages taught include: C#, C++, Java/JavaFX, SQL, and PHP.

Programmer Analyst I - *Valdosta State University, Valdosta, GA*
April 2014 to July 2016 –
Developed web applications and high volume databases, using PL/SQL, Oracle Application Express, and Oracle's BI Publisher. Applications were designed closely with the end users.

Free-lance Developer - *NijemTech, Valdosta, GA*
March 2013 to October 2013

Internship - *Valwood High School, Valdosta, GA*
August 2012 to March 2013

Personal Projects

Co-Founder and Lead Developer – *Fellthorn Games, Valdosta, GA*
April 2014 to Present –
Developing computer and mobile video games using Unreal Engine 4. Within a month, our first title release, Fellthorn Manor, was number 1 Top New Paid Puzzle Game on the Android Market Place.

Education

Aug 2013 - **Associates Degree of Applied Science:** *Wiregrass Technical College, Valdosta, GA*

July 31, 2013 - **NOCTI Computer Programming Certified**