

James Pescosta

www.jdpescosta.com | github.com/JDPescosta | github.com/JDPescosta

Professional Experience

BUSINESS ANALYST | JULY 2016 – APRIL 2019 | PACIFIC HEALTH DYNAMICS

- Testing and investigating databases through the use of Microsoft SQL.
- Devising software solutions for both system enhancements and issues.
- Rigorously testing & documenting new software updates.
- Communicating with clients both in person and through email to establish a common understanding.

INTERN/CONTRACTOR | OCTOBER 2015 – FEBRUARY 2016 | LIONSHEART STUDIOS

- Working on an Oculus & Steam VR educational game using Unity with C#.
- Organising and maintaining tasks through a Trello board.
- Demonstrating VR projects to clients.
- Researching and implementing solutions to prevent VR sickness.

Skills & Abilities

SOFTWARE AND APPLICATIONS

- Experience with project management applications such as Jira and Trello.
- Use of the Redmine & Bugzilla ticketing systems to manage support related inquiries.
- Use of game engines including Unity and limited experience with UE4.
- Worked with TestRail as a test management system.
- Use of both Microsoft SQL & PostgreSQL.
- Fluent in version control systems such as Git.

ORGANIZATIONAL

- Experience writing detailed organisational documents for software development.
- Extensive experience managing multiple support related inquiries.
- Worked with TestRail as a test management system.

COMMUNICATION

- Experience liaising with customers to specify requirements.
- Provided walkthroughs of software functionality for clients.
- Experience working in small teams as well as autonomously.

Education

BACHELOR OF GAMES DEVELOPMENT | 2016 | SAE INSTITUTE

- Major: Games Programming.
- Worked with C#/C++ to develop games with Unity & UE4.
- Worked with Javascript, HTML & CSS to develop single page web applications.
- Worked on multiple group projects using the Agile/Scrum methodology.