JAMES HARO

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Mission

To obtain an interim job in development of my skills and practices in the game design and development industry; Meeting requirements for a career path leading into Square Enix.

Education

Computer Information Technology (CIT) Program

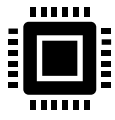|	
Lethbridge College	*Sept. 2022 – **Ongoing***
Student *Year 2: Programming, Server Management, Web Design, Project Management*	

Experience

- Developed <u>efficient</u> & <u>clean</u> software solutions in **C++, Java, and HTML/CSS**.
- Proficiently handled and assessed *various* computer <u>hardware systems</u> **safely**.
- <u>Effectively</u> completed assigned work *individually* or *with a team* in a **timely fashion**.
- Administration and ***management*** of <u>virtual</u> <u>machines</u> to accomplish various tasks.
- <u>Proficiency</u> in **web suite software**; Administration and ***development***.
- Worked with software's for development of **solutions** in <u>*web development*</u>, <u>*programming*</u> problems, and <u>*documentation*</u> standards.

Skills

Business Writing	Scheduling	Promotes Others
Editing	Evaluating	Programming
Problem Solving	Stress Resilience	Hardware
Helping	Quality Assurance	Software Literacy
Morale Boosting	Observing	Web Design
Resolving Issues	Analyzing	Troubleshooting
Goal Setting	Learn by Doing	Training
Priorities	Learn by Reading	Listening
Planning	Supervision	Encourages Others
Team Building	Responsible	Guide
Risk Management	Adapting	Integrity

Current Projects

- *Designing* a **Solution** through the Software Development Life Cycle (SDLC) of a web component to add to a client's current website.
    - **Form Submission** – *Generate a report based on a GUI Builder for products.*
    - **Product Customization** – *Color picking, component sandbox, among others.*
    - **3D Rendered** – *Design a custom product with a 3D rendered representation.*
- *Browser-based* **RPG** engine with a *Flexible* working **Personal Database**, containing all infographics derived from the engine.
    - *Designing relationships and normalizing initial table structures.*
    - *Read only database access.*
    - *Programming mock-up design implementation.*

Additional Information

My "dream job" has always been to be a video game designer and developer. Leadership positions in this field require a deep understanding of the theory and design, innovation and creativity, and technical skills of Programming, Graphics, Sound. Other necessary skills are management and team composition, concept theories such as a "Core" which is considered a major "engine" of a program. My hope is to be hired at a local interim position in this industry so that I may apply for employment at the Japan main office of Square Enix, requiring 2 years experience and Japanese proficiency. This goal may be a bit into my career, but it is one I am excited to work towards! Thank you for considering me for employment.