

# James Holloway-Currie

## C# C++ Programmer

### PROGRAMMING LANGUAGES

Visual C#	Java
Visual C++	Python
OpenGL	HTML 5
DirectX	CSS 3
Cg Code	JavaScript
HLSL	PHP
GLSL	

### SOFTWARE PROFICIENCIES

Autodesk 3ds Max	Qt Framework
Microsoft Office	Three.js
Autodesk Maya	Adobe Dreamweaver
Autodesk Mudbox	Adobe Photoshop
Unity3d	Visual Studio
MonoDevelop	

### WORK EXPERIENCE

#### **"Thunderbowl", January 2017-July 2018**

Local Multiplayer Action Combat Game  
Released on Steam July 2, 2018  
Creator / Graphics Programmer  
Developed core game engine systems  
Developed rendering engine in OpenGL

#### **Amec Foster Wheeler, March-August 2017**

Intermediate Designer (3ds Max, C++)  
Created 3D animated construction simulations  
Wrote small-scale post-production software

#### **Vancouver Film School, 2014**

Gameplay Programmer on 4 person team  
"Deathceleration" (Computer Game)  
Published on VFS Arcade October, 2014  
Developed core gameplay systems

#### **AMEC, August 2012 - April 2013**

Interactive Designer/Developer (3ds Max)  
Created 3D animated construction simulations

### EDUCATION

#### **BSc Computer Science, June 2018**

University of Calgary, Calgary AB

#### **Game Design Diploma, October 2014**

Vancouver Film School, Vancouver BC

#### **New Media Production and Design Diploma, April 2012**

SAIT Polytechnic, Calgary AB

### SKILLS

Build & maintain websites & online services

Troubleshoot hardware & software issues and replace hardware & software as needed

Installation and maintenance of server hardware

Able to work effectively in teams

Always eager to learn and teach

Web: <https://jameshollowaycurrie.github.io/>