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	

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

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

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

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