



# James Holloway-Currie

C# C++ | Game Engine Graphics | Programmer

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Web

## PROGRAMMING LANGUAGES

Visual C#	Java
Visual C++	Python
OpenGL	HTML 5
DirectX	CSS 3
Cg Code	JavaScript
HLSL	PHP
GLSL	ActionScript 3.0



Game  
Engine  
[ ]  
Graphics

## SOFTWARE PROFICIENCIES

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



## WORK EXPERIENCE

### AMEC Foster Wheeler, March 2017 - August 2017

*Intermediate Designer*

Created 3D animated construction simulations  
Wrote software to apply image effects to stills and animations

### Vancouver Film School, 2014

Horath's Statue

*Engine and Graphics Programmer*

Developed engine and graphics systems

### Vancouver Film School, 2014

Deathceleration

*Gameplay Programmer*

Developed core gameplay systems

### AMEC, August 2012 - April 2013

*Interactive Designer/Developer*

Created 3D animated construction simulations

## EDUCATION

### BSc Computer Science, April 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

Punctual and well organized

Highly self motivated

Excellent problem solving skills

Always eager for the opportunity to learn and teach