James Holloway-Currie
C# C++ Programmer

PROGRAMMING LANGUAGES

Visual C#	Java
Visual C++	Python
OpenGL	Lua
DirectX	HTML5
Cg Code	CSS
HLSL	JavaScript
GLSL	PHP

SOFTWARE PROFICIENCIES

Visual Studio	Qt Framework
Unreal Engine 4	Three.js
Unity3d	Adobe Dreamweaver
MonoDevelop	Adobe Photoshop
Autodesk 3ds Max	Microsoft Office

ADDITIONAL SKILLS

Build & maintain websites & online services

Troubleshoot hardware & software issues for the client and replace as needed

Able to work effectively in teams

Teach creative and productivity software to people of all ages from 14 - 50+ years.

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

Beamdog, January 2019-Present
Programmer (C++, Lua)

"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

Email: james.hollowaycurrie@gmail.com

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