



# James Holloway-Currie

C# C++ | Game - Engine - Graphics | Programmer

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

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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

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

## WORK EXPERIENCE

### AMEC, August 2012 - April 2013

*Interactive Designer/Developer*

Created 3D animated construction simulations

### Vancouver Film School, 2014

*Engine and Graphics Programmer*

“Horath’s Statue” (Computer Game)

Developed engine and graphics systems

### Vancouver Film School, 2014

*Gameplay Programmer*

“Deathceleration” (Computer Game)

Developed core gameplay systems

### Vancouver Film School, 2014

*Gameplay Programmer*

“By Any Means Necessary” (Computer Game)

Developed engine and gameplay systems

## 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

Punctual and well organized

Highly self motivated

Excellent problem solving skills

Always eager for the opportunity to learn and teach