



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
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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, 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