

James Holloway-Currie

C# C++ Programmer

PROGRAMMING LANGUAGES

Visual C#
Visual C++
Lua
Cg Code
HLSL
GLSL

Java
Python
HTML5
CSS
JavaScript
PHP

SOFTWARE PROFICIENCIES

Autodesk Maya
Unreal Engine 4
Unity3d
Microsoft Office
Autodesk 3ds Max
Visual Studio
MonoDevelop
Adobe Creative Cloud

WORK EXPERIENCE

Beamdog, January 2019-Present

Programmer (C++, Lua)

Worked on and helped ship 2 titles for multiple console platforms:

- Baldur's Gate & Baldur's Gate II Enhanced Edition (Xbox One, PS4, Nintendo Switch)
- Planescape Torment & Icewind Dale Enhanced Edition (Xbox One, PS4, Nintendo Switch)

"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

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

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.

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