

James Jukiewicz

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Background in Java, C#, C++, and mobile application development. Experience with video game development, integration, programming, and design. Experienced in app design, top-down integration, control, and implementation.

Authorized to work in the US for any employer

Education

Master of Fine Art in Computer Science with Game Development

Academy of Art University Aug. 2022 to Dec. 2025

Bachelor's Business Administration, Bachelor's

Bryant & Stratton College - Eastlake, OH May 2013 to May 2016

Work Experience

Lead Programmer

Tier 21 studios

January 2020 to Present

Designed, implemented & optimized project source code. Supervised, mentored, and motivated team members while mentoring and growing project influence, with research goals and optimizing the efficiency of code, errors, and reporting errors. Built and Customized UI elements, with the focus and styling of FF Tactics. Developed and Implemented Crafting and Enhancement Scenes.

Freelance Programmer

January 2019 to June 2020

Created, enhanced, administrated game control objects & design implantation. Facilitated, mentored & supervised game integration and optimization, and repair of bug and bug reporting. Creation of UI elements and scenes as needed within the scope of the project. Designed, developed & implemented project. Optimized coding & maximized bug/ error reporting and fixing. Mentored, supervised & grew developer team and members. Implemented and maintained the UI elements and

Extrusion Operator

ATRIUM WINDOWS AND DOORS - Welcome, NC September 2018 to 2021

Oversaw, optimized, maintained extrusion machines, products, and testing. Researched, implemented & facilitated mentoring of co-workers and staff. Motivating team to produce highest quality products. Operated Forklift and Drexel within company and OSHA standards.

Landscape Foremen/ Machinist/ Recruiter

Balla Machine & Landscape Designs

January 2014 to May 2017

Collaborated, implemented customer designs. Oversaw & headed staff while influencing staffing decisions. Implemented & optimized projects as needed for the maintenance of tools/ gear. In charge of sales, staffing and recruiting efforts.

Skills

- Programming: C3, C++, SQL, Java, HTML (Hypertext Markup Language), JavaScript, CSS (Cascading Style Sheets)

- Development Tools: Unity Game Engine, Visual Studio, Android Studio
- C++
- Java
- JavaScript
- HTML5
- CSS
- Programming
- C#
- NET
- SDK
- RPG
- ADK
- .NET
- Visual Studio
- Android
- Objective-C
- C/C++
- Warehouse Experience
- Forklift
- Industrial Equipment
- SQL
- MySQL
- Application Development
- User Interface (UI)
- Microsoft SQL Server
- Mobile Applications
- XML
- GitHub
- ASP.NET
- Web Services
- Bootstrap
- Software troubleshooting
- Unreal Engine
- Scripting
- English
- Microsoft Excel
- Microsoft Outlook
- Manufacturing
- REST
- Agile
- Unit Testing

Links

<http://www.linkedin.com/in/james-juke-029902b7>

Assessments

Logic & Critical Thinking — Proficient

February 2020

Using logic to solve problems. Full results: [Proficient](#)

Work Motivation — Expert

August 2020

Level of motivation and discipline applied toward work

Full results: [Expert](#)

Typing — Familiar

August 2020

Transcribing text using a standard keyboard Full results: [Familiar](#)

Work Style: Reliability — Proficient August 2020

The tendency to be dependable and come to work Full results: [Proficient](#)

Work Style: Conscientiousness — Expert

September 2020

The tendency to be well-organized, rule-abiding, and hard-working

Full results: [Expert](#)

Software Developer Fit — Highly Proficient

September 2020

Measures the traits that are important for successful software developers

Full results: [Highly Proficient](#)

Attention to Detail — Familiar

September 2020

Identifying differences in materials, following instructions, and detecting details among distracting information

Full results: [Familiar](#)

Work Style: Reliability — Proficient August 2020

The tendency to be dependable and come to work Full results: [Proficient](#)

Programming Fundamentals — Familiar

September 2020

Designed by engineering managers and real-world employers, this test gives you hard data points to evaluate technical competency Full results: [Familiar](#)

Analyzing Data — Highly Proficient

October 2020

Interpreting and producing graphs, identifying trends, and drawing justifiable conclusions from data Full results: [Highly Proficient](#)

Attention to detail — Familiar

September 2020

Identifying differences in materials, following instructions, and detecting details among distracting information

Full results: [Familiar](#)

Spreadsheets with Microsoft Excel — Proficient

November 2020

Knowledge of various Microsoft Excel features, functions, and formulas

Full results: [Proficient](#)