

James Patzmann

Junior Full-Stack Developer

TECHNICAL SKILLS

Front-End	React.js React-Native HTML CSS Bootstrap
Back-End	Django Spring Boot Node.js Express.js MongoDB MySQL
Programming Languages	C# JavaScript Java Python
Development Tools	Xcode Android Studio Expo Go Unity Phaser

PROFESSIONAL EXPERIENCE

Junior C# Developer, S.A. Studio | Remote May 2020 – Current

- Part of a collaborative team, I play a role in developing game functions, meticulously coding features based on design documents provided to ensure alignment with project requirements.
- Demonstrate exceptional problem-solving skills, leveraging C# in Unity to implement game features that enrich the player experience and maintain a high level of code quality and readability.
- Actively contribute to the game design process, collaborating on key aspects such as UI enhancements, audio integration, visual effects, gameplay, mechanics, and responsive controls.

English Tutor, VIPKid | Remote May 2020 – March 2021

- Designed and executed lesson plans, utilizing a diverse array of teaching tools and techniques to ensure optimal comprehension and engagement resulting in regular bookings from students.
- Diligently assessed student progress and delivered insightful feedback to parents, fostering collaborative efforts for continuous improvement.

General Manager, Fontana Gardens Banquet Hall | Vaughan April 2015 – April 2020

- Orchestrated initiatives that increased gross sales by 33% over a five-year span, employing strategies such as website redesign, online branding, and proactive social media engagement.
- Implemented employee retention goals resulting in a notable 23% reduction of turnover by participating in employee schedule creation, managing staff, and employee training.

PROJECTS

Game Arcade | <https://www.patzmann.ca> November 2023

- Developed an interactive web-based arcade featuring mini-games powered by Phaser and React-Native, hosted on an Amazon S3 bucket with CloudFront and Route 53 domain management.
- Implemented a high score tracking system using DynamoDB and Redux, managed through Lambda function API calls employing HTTP CRUD methods for efficient data handling.
- Adopted source control practices, continuous integration, and a deployment pipeline orchestrated through GitHub and GitHub Actions, ensuring swift and automated updates.

WordAround | Android, IOS May 2023

- Designed, coded, and independently released a word puzzle game app using React-Native, with seamless integration of Redux for efficient user data management.

EDUCATION

Diploma in Computer Programming | Humber College | 2022

Bachelor of Human Resources Management (Honours) | York University | 2012