James Tolliver
Systems Programmer

Devoted to constantly developing my knowledge of computer systems and archetectures to create meaningful, solid, efficient software. Dedicated to mastering any skill needed - from web development to game development to low level programming interfacing with hardware drivers.

Contact Info
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Skills
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-> Computer Languages
C# , C++ , C , Javascript , Python , SQL , Cypher-QL , Java , GLSL

-> Game Engines/Frameworks/APIs
Unreal Engine 5 , Unity 6, Godot 4 , Monogame , SFML , OpenGL 4

-> Web Tools/Frameworks
Node JS , Express JS , ASP.NET MVC , Vue JS , Knockout JS , Bootstrap , JQuery , HTML , CSS

-> Databases
SQL Server , Neo4j

-> Software Proficiency
SQL Server Management Studio , Visual Studio , Jetbrains Clion , Jetbrains Rider , VS Code , Git VCS , Blender 3D Modeling Software, Vim, Cmake

-> Operating Systems Proficiency
Windows , Linux

Education
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-> Bachelors of Science in Computer Science
Western Carolina University, Cullowhee NC

Graduation - May 2022
GPA - 3.851

Academic Recognition:
Beginner CS Award (April 2020)
Intermediate CS Award (May 2021)
Senior CS Award (April 2022)

-> Associate of Science
Central Carolina Community College, Sanford NC

Graduation - May 2019
GPA - 3.8

Notable Projects
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-> Bubble League - Game System Programmer (Jan 2025)
https://armandpreschutti.itch.io/bubble-league
- "Rocket League but penguins"
- Local coop game built for the Global Game Jam 2025.
- Collaborated on building out the player physics, input, and movement.
- Built the framework for the "Bubble Boost" and "Bubble Recharge".
- Collaborated with members of Triangle Interactive Arts Council.

Relevant Skills - Collaboration, Unity Game Engine, C#, Rider

-> GLEngine - Sole Developer (Nov 2024 - present)
https://github.com/JamesWIToll/GLEngine
- A simple 3D rendering engine in OpenGL and C++
- Documents my early progress learning the OpenGL 4.6 API
- Includes 3D rendering of cubes and spheres with textures
- Implemented simple phong lighting
- Ico and UV sphere model generation on the fly

Relevant Skills - C++, Opengl, GLSL, SFML, Clion, Cmake, Linear Algebra

Career Experience
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-> Systems Programmer/Analyst
RTI International - Research Triangle Park, NC 27709
July 2022 - Present
Developed and provided support for web based systems critical to various surveys conducted by RTI. Full stack development accross multiple large scale codebases and databases simultaneously.

Relevant Skills - C#, ASP.Net, SQL Server, Vue, Knockout, MS Entity Framework, JS, HTML/CSS, Visual Studio, Git VCS, Windows, Communication and Teamwork/Collaboration

-> Computer Science Student Assistant
Western Carolina University - Cullowhee, NC
Spring 2020 - Spring 2022
Worked with Computer Science professors at WCU to make sure students understood concepts in class and were able to complete classwork. Reviewed code, provided feedback, and communicated core programming concepts to students.

Relevant Skills - Communication, Collaboration, Python, HTML/CSS