James Tolliver
Systems Programmer

Developing software is one of my biggest passions in life. I'm devoted to constantly developing my ability to learn computer systems and archetectures to create meaningful, solid, efficient software. Whether it be web development, game programming, or building low level software to interface with components more directly, I am dedicated to mastering anything required.

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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-> BS in Computer Science
Western Carolina University, Cullowhee NC

Graduation - May 2022
GPA - 3.851

Academic Recognition:
Beginner CS Award (April 2022)
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
Helped develop bubble leage as a Jam game for the Global Game Jam 2025. Helped work on many of the physics and core game systems. (It's a super fun local coop game, you should try it if you get a chance).

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

-> RevvEngine - Sole Developer (Jan 2025 - present)
https://github.com/JamesWIToll/RevvEngine
A work in progress 3D racing game engine that I am using to document and show off my process learning the OpenGL 4.6 API. Right now I am working purely on the 3D asset import to rendering pipeline. I have plans to experiment with physics, different types of shaders, etc. I also plan to create an editor and possibly integrate a game logic scripting system much later on.

Relevant Skills - C++, Opengl, SFML, Clion, Cmake

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. This work involved 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 help make sure students understood concepts in class and were able to complete classwork. Involved reviewing code, providing feedback, and communicating core programming concepts to students.

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