James Whiteley IV

EMAIL jameswhiteleyiv@gmail.com • **WEBSITE** jameswhiteleyiv.github.io

EDUCATION

Bachelor of Science in Computer Science, 2018
Oregon State University, GPA: 3.9

Bachelor of Science in Finance, 2015
California State University Sacramento

EXPERIENCE

Software Engineer - Fox VFX Lab   **June 2018 – Present**
•Designed and implemented applications to control motion capture shoots using Python and Qt.
•Engineered and maintained a version control system for digital assets using Python and Qt.
•Created Motion builder and Unreal Engine 4 plugins using C++ and Visual Studio.
•Wrote a library of automation tools for Lightstorm Giant's motion capture software to improve workflow and productivity.
•Maintained an API for Shotgun Database written in Python.

Financial Paraplanner - Planned Solutions, Inc.   **June 2014 – October 2016**
•Engineered applications for in-depth investment analysis and automation using Python.
•Automated 20+ hours of work per month down to the click of a button.
•Provided excellent client communication and services.

SKILLS

Programming Languages: *(fluent):* Python, *(proficient):* C++, *(familiar):* C, HTML/CSS, JavaScript.
Tools/Technologies: Qt, Git, Unix, Shotgun, Unreal Engine, Unity, Motion Builder, Visual Studio, Pandas.

PROJECTS

Facial Recognition (In-Progress): Currently researching ways to create a facial recognition system using a Raspberry Pi 4.
PyTcp (2019): Developed a multi-threaded, multi-client TCP client/server written purely in Python 2's standard library which gracefully handles client/server disconnects.
Unity 3D Survival Shooter (2018): Working on a development team with two other students, I was responsible for designing the game structure, creating the game manager scripts that control every aspect of the game, the hero animations/scripts, and all of the menus.
Paper Trading (2017): Implemented a command line tool in Python leveraging the Pandas module to simulate real-time stock market investing. Includes ability to buy/sell investments, add profit targets/stop losses, create multiple portfolios, and display portfolio statistics.
Equity Data Scraper (2017): Created a web scraper written in Python that crawls financial websites and stores fundamental stock market data in various formats.
Chess (2016): Constructed a 2D chess game using the Phaser.js game engine.