

James Whiteley IV

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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 a server to control motion capture shoots and GUI applications to interact with the server. *Python, Qt.*
- Engineered and maintained a version control system for digital assets. *Python, Qt.*
- Created MotionBuilder and Unreal Engine 4 plugins to automate user workflows. *C++, Qt.*
- Wrote a library of automation tools for Lightstorm Giant's motion capture software to improve workflow and productivity. *Python, Qt, Bash, Tcl.*
- Maintained an API for Shotgun Database which allows users to make database queries in an object-oriented way. *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, C#, HTML, CSS, JavaScript.

Tools/Technologies: Qt, Giant, Git, Unix, Shotgun, Unreal Engine 4, Unity, MotionBuilder, Visual Studio, Pandas.

PROJECTS

FoodBuddy (2019): A stand-alone Qt application which allows a user to save recipes, tag them, and add notes/screenshots. *Python, Qt.*

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. *C#.*

Paper Trading (2017): Implemented a command line tool leveraging the Pandas module to simulate real-time stock market investing. *Python.*

Equity Data Scraper (2017): Created a web scraper that crawls financial websites and stores fundamental stock market data in various formats. *Python.*

Chess (2016): Constructed a 2D chess game using the Phaser.js game engine. *JavaScript, HTML, CSS.*