Jamie Powers

Recent graduate in Computing Science

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EDUCATION

BSc - Computing Science Honours
University of Alberta

04/2022

Courses

- Software Development - Project Management, Agile, Object Oriented Programming
- GPU Programming, Graphics Programming, Multimedia Technologies
- Game Development - Game Design Frameworks, Design Analysis, Games AI
- Human Computer Interaction - Usability, Testing, Iteration

PROJECTS

Vain Ascendance (01/2022 - 04/2022) ⬈
- Won INT D 450 Game of the Year award
- Wrote complex player behaviour, graphical effects and shaders, and created all the art assets
- Implemented systems to make creating content easier for my teammates

Phonetic Markup App (01/2021 - 04/2021) ⬈
- Designed and implemented an interface for a tool for users to easily annotate text with phonetic information to practice their accent and pronunciation
- Designed a UI that took both UX considerations along with the client's requirements into account

Star Apprentice: Magical Murder Mystery (09/2020 - 12/2020) ⬈
- Won CMPUT 250 Game of the Year, with over 20000 plays and over 100 positive reviews on Steam and itch.io
- Worked in a system with extreme technical limitations to create art assets and guided the design of the game

WORK EXPERIENCE

Teaching Assistant - Human Computer Interaction
University of Alberta

01/2021 - 04/2021

Achievements/Tasks

- Evaluated student work and provided constructive feedback on student's designs
- Gained expertise in the course materials, including concepts involving discount evaluation methods, user testing, cognitive ability

SKILLS

Unity · Godot Engine · C++ · C#
Python · Java · Git · Agile
Trello · User Testing · UX Design
Prototyping · Animation

VOLUNTEER EXPERIENCE

The Games Den (04/2020 - 04/2022)
VP Publicity, VP Internal

Global Game Jam 2021
Site Organizer

CERTIFICATES

Certificate in Computer Game Development (04/2022)

INTERESTS

Pixel Art · Animation · Illustration
Games Programming · Game Jams
Character Design · Sound Design