

Jamie Powers

Multidisciplinary game developer

✉ jpowers4446@gmail.com

📍 Edmonton

🌐 linkedin.com/in/jamie-powers-3a68aa208

📞 7807187639

📄 jamiepowers4446.github.io/

PROJECTS

Dialogue Data Editor (08/2022 - Current)

- Designed and implemented a tool to organize and edit data sequences for character dialogue
- Created solutions to meet projects specific needs while ensuring reusability
- Reduced development time by providing fast evaluation and testing solutions and automating tasks

Vain Ascendance (01/2022 - 08/2022)

- Won INT D 450 Game of the Year award, and released on Steam
- Guided core technical decisions to optimize the workflow of my teammates
- Wrote complex character behaviour with state machines, wrote graphical effects and shaders, and created all the art assets

Star Apprentice: Magical Murder Mystery (09/2020 - 07/2021)

- 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 that fit the game's visual style
- Collaborated with my teammates to define 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
- Wrote scripts to automate and optimize the efficiency of organizational and administrative tasks

EDUCATION

BSc Honours - Computing Science University of Alberta

04/2022

3.5 GPA, First Class Honours

Courses

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

SKILLS

Unity

Godot Engine

C++

C#

Python

Java

Git

Animation

Shaders

Agile

Trello

User Testing

Prototyping

UX Design

VOLUNTEER EXPERIENCE

VP Publicity, VP Internal The Games Den @uAlberta

04/2020 - 04/2022

Tasks/Achievements

- Organized events, including game jams, speakers from the games industry, and workshops
- Organized an event that raised over \$1000 for children's hospitals

Site Organizer Global Game Jam 2021

01/2021

Tasks/Achievements

- Supervised an online jam site, providing support to the participants

CERTIFICATES

Certificate in Computer Game Development
(04/2022)