

# James Friedenber

## Software Engineer and Game Developer

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## SUMMARY

Software Engineer currently at Mojang Studios working on Minecraft Creator Tools. Strong background in AAA game development, frontend web development, and automated testing. Excellent communicator who thrives when working on Agile teams with a collaborative mindset.

## SKILLS

### Languages & Frameworks

TypeScript, JavaScript, C#, C++, React, Angular

### Tools & Platforms

Vite, Webpack, Node, Axios, Fetch, Several UI Libraries, Bootstrap, Tailwind CSS, Git, Github, NoSQL, SQLite

## EXPERIENCE

### Mojang Studios (Insight Global Contract)

#### SOFTWARE ENGINEER

#### MARCH 2022 - PRESENT

- Implemented new UI/UX features and improved on existing features for Minecraft Creator Tools, a suite of tools used by Creators and Developers alike to craft and manage their Minecraft content.
- Engineered a React application used by Mojang and external partners to manage Minecraft Live Event configurations, improving workflow efficiency and reducing manual setup errors.
- Designed and engineered the prototypes for several gameplay systems in the 2023 Minecraft Legends Live Event which led to a seamless release for over 3 million players.

- Enabled the successful launch of the Minecraft Live Events platform by pioneering the game's first automated multiplayer performance testing.

## **DIGARC (Modern Campus)**

### **QA AUTOMATION ENGINEER**

**MARCH 2021 - MARCH 2022**

- Updated and maintained over 3000 automated web tests, ensuring reliable frontend regression coverage.
- Led Agile team meetings, assessing release readiness and quality for production deployments.
- Created test plans and coordinated progress tracking across development and QA teams.

## **Andromeda Systems Incorporated**

### **SOFTWARE DESIGN ENGINEER IN TEST**

**AUGUST 2019 - MARCH 2021**

- Automated a large suite of previously manual test cases for an inventory management application used by the U.S. Navy, boosting consistency and deployment confidence.
- Engineered Angular components for administrative tools, combining database queries with UX enhancements to improve client operations.

## **Lenel Systems International**

### **QA AUTOMATION ENGINEER CO-OP**

**JANUARY 2018 - AUGUST 2018**

- Worked on an Agile team developing a cloud-based product, contributing JavaScript Selenium WebDriver automated tests.
- Participated in product design meetings and collaborated on frontend feature testing and improvements.

## **EDUCATION**

### **Rochester Institute of Technology**

BS in Game Design and Development

August 2015 – May 2019