

# James Driskell

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## EDUCATION

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### Iowa State University

Aug 2020 – Dec 2024

*Bachelor of Science in Software Engineering, Minor in Digital Media*

- Cumulative GPA: 3.2
- Became a **ranking officer** for the game development club
- Demonstrated persistence and time management as a marching band member
- **Aced every class** involving my digital media minor
- Became the **top student** in my character animation class

## TECHNICAL SKILLS

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**Languages:** C#, HTML/CSS, JavaScript, C, C++, Java, Python

**Frameworks/Libraries:** React, Node.js, SDL

**Developer Tools:** Git, Postman, Docker

**Design Tools:** Adobe After Effects, Adobe Illustrator, Adobe Photoshop, Cinema 4D, Figma

## EXPERIENCE

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### Software Engineer Intern

May 2024 – Dec 2024

*Iowa State University*

*Ames, IA*

- Utilized **Unity and C#** to construct an online web browser game for educational purposes
- Independently studied Photon Network for the back-end structure of the game

### Research Intern

May 2022 – Mar 2023

*Virtual Reality Application Center*

*Ames, IA*

- Studied numerous questions regarding humans and artificial intelligence working together in a collaborative team
- Effectively compared and contrasted research results with coworkers in a quantitative manner
- Greatly increased skills in data analysis

### Software Engineer Intern

Jun 2019 – Aug 2019

*Collins Aerospace*

*Cedar Rapids, IA*

- Leveraged **Unity in virtual reality**, which resulted in a successful simulation
- Consistently communicated with other workers in order to share ideas
- Initiated a head start in my software developing career among my peers

## PROJECTS

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### Black Cat Bundle | *Game Maker Studio*

Jan 2024 – Present

- Currently producing my first official video game, single-handed
- Demonstrates a mix of skills both in the object-oriented programming field and art field

### Draw To Stream | *C# (Unity), HTML/CSS, JavaScript*

Sep 2024 – Apr 2025

- Independently invented a new type of streamer-to-viewer interaction that allows for viewers to send drawings to streamers
- Helped increase viewership for multiple streamers

### Iowa State Game Jams | *Game Maker Studio*

Nov 2021 – Nov 2024

- Displayed the ability to **code under time crunch**
- **Triumphed independently** against ten other teams of four members
- Tested my creative capabilities by making each game different from the last
- Acquired **over 3,000 downloads** on all games created combined

### IINSPIRE Survey Tool | *JavaScript, HTML/CSS, Python*

Aug 2023 – May 2024

- Demonstrated excellent team effort when creating a survey webtool in a team of six
- Exhibited effective collaboration as the **lead communicator** between the team and client

### Codename: Codenames | *HTML/CSS, JavaScript, Java*

Aug 2022 – Dec 2022

- Recreated the classic card game "Codenames" in an Android application
- Exhibited both individual and team effort in a team of four
- Became one of the **top three** teams in a class of over 30