James Driskell

319-651-8994 | jimmydriskell1@gmail.com | jimmydriskell.github.io

TECHNICAL SKILLS

Languages: C#, HTML/CSS, JavaScript, C, C++, Java, Python
Frameworks/Libraries: React, Node.js, SDL
Developer Tools: Git, Postman, Docker

EXPERIENCE

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
- Was able to effectively compare and contrast 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*

- Was able to follow instructions on how to use **Unity in virtual reality** that resulted in a successful simulation
- Consistently communicated with other workers in order to share ideas

PROJECTS

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
- Aquired **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
- Was able to show both individual and team effort in a team of four
- Became one of the **top three** teams in a class of over 30

Draw To Stream | *C# (Unity), HTML/CSS, JavaScript* — Sep 2024 – Sep 2024

- Independently invented a new type of streamer-to-viewer interaction
- By going to a specific website, viewers are able to draw a picture, and then have it show up on stream

EDUCATION

Iowa State University — Aug 2020 – Dec 2024
Bachelor in Software Engineering, Minor in Digital Media

- Became a **ranking officer** for the game development club
- **Aced every class** involving my digital media minor
- Was considered the **top student** in my character animation class
- Excelled when learning Adobe Photoshop, Adobe Illustrator, Adobe After Effects, and Cinema 4D