

James Prendergast

100 Institute Road, Box 6533, Worcester, Massachusetts 01609

jmprendergast@wpi.edu | +1 (832) 210-7299

OBJECTIVE: Summer internship in the field of computer science or game development

EDUCATION:

Worcester Polytechnic Institute

Second year undergraduate student

G.P.A.: 4.0 - Dean's List

(4-point grading system)

Dual BS majors in Computer Science & Interactive Media and Game Development

The Kinkaid School

Graduated high school in May 2024

G.P.A.: 11.8 - Cum Laude

(Kinkaid grading system: A+=12, A=11)

EXPERIENCE:

Prototype Developer with The Training Arcade, senior year of high school, remote

- Created the foundation for a project later realized based on my contribution
- Studied and applied industry standard tools in front end web development
- Immersed myself with the team and the productivity format of *agile scrum*

Youth Educator through iCode, junior year of high school, Houston Texas

- Guided classes across a myriad of computer science topics on a weekly basis

PROJECTS:

And the World Went Dark, first year at WPI

- Worked alongside seniors toward a professional to-be-published game
- Abiding by the needs of the team and yielding swift results
- Provided my insight and steadily moved up to components of significant impact

Mobile Developer: Pedagogus – Latin noun review, junior year of high school

- Development a once published IOS and Android app entirely independently
- Shared my passion for linguistics in the form of free educational practice
- Researched gamification for productivity and the psychology of graphic design

Game Jams, throughout high school and college, participated in 12 so far.

- Ludum Dare 50, 51, 53, 54, DJAM 8, GTMK 2022 2025, WPI IGDA 24A 24B 25D 25A
- Refined time management and wholistic production workflow
- Competed globally, ranking 83rd overall (LD 53), 2nd in audio (DJAM 8) 63rd creativity (GMTK2025). Local scope: 1st place overall (WPI IGDA 25D)
- Managed a team across various disciplines (LD 50, IGDA 24B 25D GMTK2025)
- Mastered a diverse repertoire of industry standard for all aspects of game design

SKILLS: Unity, Godot, Aseprite, CSS, HTML, C#, C++, Python, Java, JavaScript, Scrum

ACTIVITIES: WPI's IGDA chapter's vice president, WPI Outing Club rock climbing