

# James Prendergast

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Portfolio Website: <https://jprendergast.dev/>

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

## EDUCATION:

**Worcester Polytechnic Institute**

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

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

Second year undergraduate student

(4-point grading system)

**The Kinkaid School**

G.P.A.: 11.8 - Cum Laude

Graduated high school in May 2024

(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