# James M. Rankin

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## Technical Skills

- Unity
- C++
- C#
- Lua
- HTML
- CSS
- Plastic SCM
- SourceTree
- Conversational French

## Education

**Becker College**, Worcester, MA                    *Anticipated Graduation: December 2019*

*Bachelor of Arts in Interactive Media Design*

Game Development and Programming Concentration, GPA:

- Dean's List Fall 2016, 2017
- #3 in the World by Princeton Review for Game Development & Design

## Experience

**MassDiGI**, Worcester, MA                    *January 2018 – Present*

*Live Studio Intern - Programmer*

- Worked on MassDiGI's first rapid development prototyping team to brainstorm and test new mechanics for Leap A Head
- Worked with others to develop a process to efficiently evaluate mechanic ideas
- Gathered data on the prototyped mechanics from various playtests
- Used data from the game's launch to identify problem areas and increase retention in a later patch of the game
- Implemented and polished new mechanics from the prototyping team
- Handled weekly builds for Android and iOS

**Becker College IT Department**, Worcester, MA          *October 2016 – May 2017*

*IT Work Study*

- Required to be available for any and all pressing technology issues on Becker College's Leicester Campus

## Projects

**Tour De Death,** Becker College Game Studio          *September 2017- May 2018*

*Gameplay/UI Programmer*

- Worked with Virtual Reality and the VirZoom to create a VR biking experience
- Worked with the VirZoom SDK to create the player controller
- Implemented menu and in-game UI