Kailen James

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Portfolio

parallaxarchive.com/portfolio

Projects

[Rent-a-Truck](#)
- Truck rental service as a website.
- Uses Node.js as a backend, and handlebars as the frontend.
- State is stored in a mySQL database with Sequelize as an ORM.
- Allows for the tracking of truck rentals, payments, and reviews.
- Upload your own truck to make it available to others to rent.
- Reactive frontend that refetches truck data as the user to filter their results.

[Git-Good](#)
- Three lane card game that runs in the browser.
- Written in Javascript, with a little bit of JQuery.
- Developed with a team via GitHub.
- Cards are generated by pulling character stats from APIs.
- Battle against an AI opponent.

[NotCraft](#)
- Recreation of Minecraft in C++ and OpenGL for practice.
- Features a custom C++ game engine that can handle multiple worlds, objects, and behaviors.
- World generation uses noise and signed distance fields to generate terrain and trees out of blocks.
- Terrain is generated on the GPU using shaders for lightning fast world generation.
- Blocks and textures are merged into single mesh and atlas for performance.

[Resident Honk II](#)
- Developed a horror game based on Resident Evil II Remake for a school project.
- Created assets for hallways, doors and lights using Blender.
- Rigged and animated a antagonist based on the goose from Untitled Goose Game.
- Programmed a brain into the antagonist that allows it to hunt for the player and patrol the level.
- Used Abobe Photoshop to optimize textures and create interface elements.
- Made using the Unity Engine, and scripted using C#.
- Sprites made using Adobe Photoshop software.

[Dogfight Simulator](#)
- Developed a prototype turn based tactical shooter centered around aircraft in two weeks.

- Created a path finding system for constraining and visualizing an aircrafts movement options in a two dimensional grid.
- Made using the Unity Engine, and scripted using C#.
- Sprites made using Adobe Photoshop software.

[Maze of Lies](#)
- Devoloped a simple Rogue-like dungeon crawler for a GameJam hosted on itch.io in one week.
- Made using the Unity Engine, and scripted using C#.
- Sprites made using Adobe Photoshop software.

[Portal 2 Custom Test Chambers](#)
- Used Valve Software's proprietary toolset "Hammer" to create several custom levels for the award-winning video game Portal 2.
- Created floorplans and basic level geometry using grey boxing techniques.
- Designed and implemented different puzzles using Hammer's trigger and relay system.
- Decorated the levels with various assets to tell a story about a test chamber abandoned to the elements for centuries.

[Minecraft Manhunt Compass](#)
- Implemented a player tracker compass that allows player to hunt others based on the Minecraft Manhunt gamemode created and popularised by the Youtuber Dream.
- Created a system that allows the compass to stay in the player's inventory even if they die.
- Programmed using Java as a plugin for Spigot Minecraft Servers.

[Parallax Archive Website](#)
- Designed and developed a website and webserver for personal use.
- Created a frontend using HTML, CSS with added Javascript to provide various functionality.
- Implemented a backend webserver using Node.js and Express.
- Created a system for managing comic pages uploaded, and sorting them to be viewed in a web application built for reading pages in order.
- Implemented a system for creating a portfolio and adding projects to it with associated images, videos, links, and other markup.

Qualities/Skills

Knowledgeable with these computer technologies:
- HTML, CSS, and Javascript
- Node.js, Express, mySQL
- React, Jquery, Bootstrap, dayjs
- C#, Java, and C++

Experience with tools:
- Unity Engine Editor
- Photoshop
- Blender

Attributes:
- Hard-working
- Good at troubleshooting
- Honest, use clean language, high moral standards
- Good at assembling things
- Hands-on learner

Education/Certification

- University of Washington Fullstack Bootcamp from EdX
- CPP Institute [CPA-21-02] CPA – C++ Certified Associate Programmer
- Two years part-time at Bellevue College
- Graduate from Eastlake High School

Work Experience

Doordash
Driver - May 2021 ongoing

Regal Cinemas
Team Member - November 2019 to January 2022

Papa Murphy's Pizza
Team Member - 2017 to 2018

Volunteer Experience

2017

- Volunteer work at McDonald's Book Exchange in Redmond:
  - sorted books, stocked shelves. Learned tagging and pricing, checking books in the register. Helped the owner with computer troubleshooting.

- Volunteered at Deseret Industries in Seattle
    - Sorted various items to be placed on shelves for sale.
- Helped make blankets at church activities for needy children.

2016

- Helped clean a person's yard with a church group for a service project.
- Collected toiletries and helped organize/collect a neighborhood toy drive for House of Hope Women's shelter.
- Helped prepare/pack food and feed (and distribute toiletries to) homeless people in an outdoor booth in Seattle for a church service project.
- Helped pack hygiene kits for refugees during a church youth service project.
- Helped remove carpet and install hardwood flooring at home.
- Helped build a wooden ramp for my grandfather's shed.

2015

- Collected toiletries and helped organize/collect a neighborhood toy drive for House of Hope Women's shelter.

2014

- Collected toiletries in our neighborhood for the House of Hope Women's shelter. Helped make blankets at home for the children at the shelter.

Interests

- Learning computer programming skills
- Programming video games
- Reading
- Writing Novels
- Playing video games
- Building with Legos
- Fixing Broken things

References

- Jon Bishopp (425) 736-5490
- John Dance (425) 241-6683
- Jeff Marks (425) 890-8658