DEANTE D.J. JAMES
TOOLS PROGRAMMER
(206)743-5604 | deante_dJ@outlook.com | www.linkedin.com/in/DDJJ

SKILLS

- **Programming Skills:** C++, C, C#, HTML, CSS, PHP, Data Structures, Network Programming, Algorithm Analysis, Artificial Intelligence, OpenGL Graphics Programming, Game Physics Programming
- **Design Skills:** Technical Game Design, System Design, Level Design
- **Scripting:** Unreal Blueprints, Lua, JavaScript (Familiar)
- **Software:** Unity, Unreal, MySQL, Linux, Visual Studio, Dev-C++, Git, GitHub, TortoiseSVN, Maya, Trello

ACADEMIC PROJECTS

Tools/Physics Programmer
Hamster Havoc – *2D Platformer*   **01/2021 – 07/2021**
- Created the serialization pipeline using the RapidJSON library for loading & creating game entities in a custom C++ game engine. This system was then expanded upon to serialize entire levels in the game.
- Worked closely with the team's level designer to see how I could better improve the serialization pipeline. Improvements included but not limited to: creating documentation for the tool and quality of life changes to the system.
- Refactored the game's collision detection system to use separated axis theorem and resolution this algorithm was required to test for collision between circles and convex polygons.

Gameplay Programmer
Project Atlantis – *3D Single-Player Adventure*   **09/2021 – Present**
- Collaborated on design and programmed the back-end for an inventory system in Unreal 4 Blueprints for a fish collection mechanic.
- Supervisor of pipeline for VFX implementation.
- Programmed visual effects to enhance the look and feel of the game using Unreal 4 Niagara VFX system.

Gameplay Programmer
Unholy Fellowship – *2D Multiplayer Action*   **01/2020 – 07/2020**
- Designed and programmed the game's gameplay mechanics for characters and their behaviors in a C custom engine.
- Developed the logic that allowed a character's sprite to automatically turn where the mouse was positioned by procedurally animating the character based on the angle.

SOLO PROJECT

Webpage Programmer
Medical Care Website – *Health Care*   **02/2019 – 05/2019**
- Created multiple web pages for end users to interact with the medical site.
- Built layout of web pages in PHP.
- Implemented MySQL for managing employee account data and patient/staff records.
- Supported features were: requesting appointments with available doctors, and adding/deleting staff in the database.

PROFESSIONAL EXPERIENCE

Teacher Assistant for Data Structures Course
DigiPen Institute of Technology   **01/2022 – Present**
- Graded students written assignments.
- Provided mentorship to students on their data structures projects.
- Helped students understand common data structure concepts.

Teacher Assistant for Graphics Programming Course
DigiPen Institute of Technology   **09/2021 – 12/2021**
- Graded students written assignments and computer graphics projects.

EDUCATION

Bachelor of Science in Computer Science and Game Design   Expected Graduation **04/2023**
DigiPen Institute of Technology

Associate Degree in Computer Studies   Graduated   **09/2019**
Turks & Caicos Islands Community College

EXTRACURRICULAR ACTIVITIES

Programmer
International Collegiate Programming Contest (ICPC)
- Represented my university as a student competitor in 2021 and 2022 on a team of three to solve programming problems.