

ESMÉ JAMES

• gameplay programmer •
FR / ENG

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ABOUT ME

After graduating from UQAC with a masters in programming (specializing in Video Games), I moved to Montréal where I have been working as a Gameplay Programmer at [Thunder Lotus Games](#) since 2018. During this time I have worked on [Iotun](#) (mobile port), [Spiritfarer](#), the Spiritfarer DLCs and an unannounced upcoming project.

Because I've worked at a small indie studio for the past 6 years, I have become a pretty versatile programmer and as such, I enjoy making tools as much as prototyping gameplay or even creating small visual effects to polish the look of a game. I am a creative person and have been learning to play the saxophone and teaching myself to draw for the past couple of years.

I love learning and I'm always looking for new challenges to get me out of my comfort zone.

EDUCATION

2024: Followed a Media Training course and a UX training course

2023: Participation to the Game Developers Conference (GDC) in San Francisco

2018: Masters degree in Computer Science/Video Games at UQAC

AI, Project Management, Augmented Reality/3D Interactions, Data mining, Optimization Metaheuristics

2018: Masters degree in Engineering/Computer Science at ISEN (Engineering school in Brest, France)

Software engineering, Electronics, Robotics, Maths, Physics, Signal Processing, Project Management

WORK EXPERIENCE

Since 2021: Gameplay/Tools Programmer on unannounced project at [Thunder Lotus Games](#)

A 2D single-player narrative/combat game built with Unity, C#, Git

Responsibilities:

- Setting up project and dividing codebase into Assembly Definitions
- Creating a node-based visual scripting tool to manage in-game sequences
 - Based on the xNode library
 - Used to manage in-game dialogues, cutscenes and events
- Creating a Blackboard data-management system to track and modify variables during play time
- Prototyping and iterating on various gameplay systems:
 - Player combat abilities
 - Dialogue system with branching choices (with visual scripting tool)
 - Boss fights (npc behaviours and combat patterns)
 - Exotic gameplay/minigames
 - In-game UI
- Concepting and implementing tools for the design and integration team
- Participating in hiring and helping overseeing new programmers on the team
- Estimating and validating needed tasks during build reviews
- Improving and integrating in-house libraries used by multiple projects (UI, animation, controls)

2018 - 2021: Gameplay Programmer on Spiritfarer (+ 3 DLCs) at Thunder Lotus Games

A 2D couch-coop narrative/management game built with Unity, C#, Perforce

Responsibilities:

- Prototyping and iterating on gameplay and UI systems:
 - Implemented grid-based building system and UI
 - Implemented and helped design in-world gameplay events (ex: Thunderstorm and Jellyfish minigame events on the boat)
 - Implemented a small guitar playing rhythm minigame
 - Implemented time-progressing resource systems (growing crops, mines, trees)
 - Implemented various interactions with NPCs (hug interaction, conversations, ...)
 - Implemented the main menu (key rebinding, settings menus)
- Profiling and optimizing code:
 - Set up Unity Addressables for loading large textures and fonts
 - Optimized Sprite atlases
 - Implemented object pooling on large object spawners
- Voluntary participation to PAX East in the Spiritfarer booth
 - Pitching the game to visitors
 - Answering questions about the project
 - Helping with hands-on demo on the game

2018: 6-month internship Gameplay Programmer on Jotun at Thunder Lotus Games

A 2D single player adventure game built with Unity, C#, Perforce

Responsibilities:

- Determining lowest mobile devices to support when porting the game
- Profiling and optimizing code/assets so the game runs on handheld devices:
 - Optimizing texture, sprite atlases and audio file sizes
 - Implementing AssetBundles to load large assets asynchronously
- Implementing controls for handheld devices (on-screen joystick and action buttons)
- Setting up Android and Apple development environments for production

PERSONAL PROJECTS

2021: Tiny Castles - A sandcastle building simulation

- 6-month solo project made with Unity 3D, C# and Clayxels
- 3D grid-based block building with undo/redo capabilities
- Small UI for building block type selection and mode changes (add/remove block)
- Creation of 3D assets with Clayxels (in engine asset creator)

2020: Underwater Octopus puzzle game

- 2-month solo project made with Unity 3D, C#
- Puzzle design
- Creation of 3D assets with Blender

TECH SKILLS

- Unity 3D, C#
- Perforce, Fork, Gitlab
- Blender
- C++, Unreal Engine
- Python

SOFT SKILLS

- Problem Solving
- Collaboration
- Creativity
- Autonomy
- Resourcefulness

HOBBIES

Drawing/Illustration

Photography, Cinema, Video games

Music production, Guitar, Saxophone

Climbing, Yoga, Running