

ESMÉ JAMES

• gameplay programmer •

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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 since 2018. During this time I have worked on Spiritfarer (+DLCs) and an unannounced upcoming project.

EDUCATION

2017 - 2018 • UQAC

Masters in computer science/video games

2013 - 2018 • ISEN (Engineering school in Brest, France)

Masters in engineering/computer science

EXPERIENCE

2018 - Present

Thunder Lotus Games

2021 - Present: Gameplay/Tools Programmer on Unannounced project

2018 - 2021: Gameplay Programmer on Spiritfarer (+ DLCs)

- A 2D narrative/management game around the theme of death
- Unity 3D, C#, Perforce
- Coding and design of gameplay and UI systems (building system, minigames, interactions, in-game menus)
- Profiling and optimizing code
- Voluntary participation at PAX East in the Spiritfarer booth

PERSONAL PROJECTS

2021

Tiny Castles: A sandcastle building simulation

6-month project made with Unity 3D, C# and Clayxels

- Grid-based block building with Undo/Redo capabilities
- Small UI for shape selection and mode changes
- Creation of 3D assets with Clayxels (in engine asset creator)

2020

Underwater Octopus puzzle game

2-month project made with Unity 3D, C#

- Puzzle design
- Creation of 3D assets with Blender

SKILLS

Unity 3D, C#

Perforce

Blender

Unreal Engine, C++

HOBBIES

Drawing/Illustration

Photography

Music Production, Guitar & Saxophone

Wall climbing & Running

Video games & Cinema