

# 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 Jotun (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

**2018:** Masters degree in engineering/computer science at ISEN (Engineering school in Brest, France)

## 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)
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## **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

## **SKILLS**

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

## **HOBBIES**

Drawing/Illustration

Photography, Cinema, Video games

Music production, Guitar, Saxophone

Climbing, Yoga, Running

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