James Park

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Code: https://github.com/idkwhojamesis
Games: https://idkwhojamesis.itch.io/

Profile

Developer and AR/VR enthusiast seeking hands-on experience in professional software development. Passionate about gaming, Human-Computer Interaction, and the integration of mixed-reality applications into work and play.

Education

Fordham University - B.A. New Media and Digital Design (2021)

3.5/4 GPA; Relevant Coursework: Computer Science I, Info and Data Management, Intro to Video Game Design

Member of Design for America, an idea incubator tackling social challenges through design

Experience

Developer, Brokebook; New York, NY - Aug 2019 to Mar 2020

https://github.com/idkwhojamesis/brokebook_web

Utilizing Django Web Framework (Python), Sqlite database, Bootstrap CSS to build a website designed for campus textbook exchange

Implementing search by query, database CRUD operations, admin registration/login, server-side email verification

Unity Programmer, Global Game Jam; New York, NY - Feb 2020

https://idkwhojamesis.itch.io/fix-the-penguin-gamejam

Managing rapid software development through Git version control (Bitbucket)

Building dynamic audio experience through Unity SoundMixer

VR Programmer, Factoria Mall VR – Dec 2018 to Aug 2019

https://sketchfab.com/3d-models/mall-ride-5d74ee731f8c4e7591440ebd66d626ce

Modeling a digital representation of a local mall using photogrammetry software (RealityCapture), Blender, and Unity with SteamVR API

Volunteer, IEEEVR 2020 Research Conference - Mar 2020

http://www.ieeevr.org/2020/

Moderating and troubleshooting Mozilla Hubs (A-Frame) social spaces for presenting post-grad CS research focused on graphics, UX research for VR

Additional Skills

C# (3 yrs), Python (3 yrs), JS, Unity (3 yrs), SteamVR, MRTK, Blender, Depthkit (Volumetric Video), MySQL, Microsoft Office (Excel, Word, OneNote), Adobe Suite (Photoshop, Illustrator)

References Available Upon Request