

James Storey

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OBJECTIVE	career in computer graphics engineering and games development	
EDUCATION	<i>Bachelor of Science</i> Texas A&M University, College Station, Tx Major: Computer Science GPA: 3.24	December 2013
	<i>Associate of Applied Science</i> Texarkana College, Texarkana, Tx Major: Mathematics GPA: 3.95	August 2010
WORK EXPERIENCE	<i>Game Development - Freelance</i> <ul style="list-style-type: none">• Built script language for branching conversation gameplay• Wrote shader effects	May 2013 - present
COMPUTER SKILLS	C++, C, C#, Python, Java, OpenGL, GLSL, WebGL, UNIX, Visual Studio, Processing, OpenFrameworks, Android, Git, Blender, Unity3D	
SELECTED COURSES / PROJECTS	<i>Game Development</i> <ul style="list-style-type: none">• Developed character movement waypoint system• Created character animation, user input, and gameplay state management system	Fall 2012
	<i>Computer Graphics</i> <ul style="list-style-type: none">• Developed ray-tracer• Utilized shaders on programmable graphics pipeline	Fall 2011
EXTRA-CURRICULAR ACTIVITIES	<i>TAMU ACM SIGGRAPH</i> Student chapter <ul style="list-style-type: none">• Vice-president Jan 2013 - present• Webmaster Jan - Dec 2012 <i>Student 3D Animations</i> <ul style="list-style-type: none">• Developed tools and technical animation• Provided musical scores• Presented collaborative animation in SIGGRAPH Dailies 2011	