James Storey

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OBJECTIVE　　career in computer graphics engineering and games development

EDUCATION

Bachelor of Science　　　　　　　　　　　　　　　　December 2013
Texas A&M University, College Station, Tx
Major: Computer Science
GPA: 3.24

Associate of Applied Science　　　　　　　　　　　　August 2010
Texarkana College, Texarkana, Tx
Major: Mathematics
GPA: 3.95

WORK EXPERIENCE

Game Development - Freelance　　　　　　　　　　May 2013 - present

- Built script langauge for branching conversation gameplay
- Wrote shader effects

COMPUTER SKILLS

C++, C, C#, Python, Java, OpenGL, GLSL, WebGL, UNIX, Visual Studio, Processing, OpenFrameworks, Android, Git, Blender, Unity3D

SELECTED COURSES / PROJECTS

Game Development　　　　　　　　　　　　　　　　Fall 2012

- Developed character movement waypoint system
- Created character animation, user input, and gameplay state managment system

Computer Graphics　　　　　　　　　　　　　　　　Fall 2011

- Developed ray-tracer
- Utilized shaders on programmable graphics pipline

EXTRA-CURRICULAR ACTIVITIES

TAMU ACM SIGGRAPH Student chapter

- Vice-president Jan 2013 - present
- Webmaster Jan - Dec 2012

Student 3D Animations

- Developed tools and technical animation
- Provided musical scores
- Presented collaborative animation in SIGGRAPH Dailies 2011