

James Simon

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Education:

University of Southern California | 3.54 GPA

Expected in 05/2027

Bachelor of Computer Science Games, B.S. & Minor in Physics
Dean's List, 2023 & 2024 | Academic Achievement Award, 2023

Skills:

- C++, C#, Lua, Python, HTML, CSS, Node.js
 - Software Architecture and Development
 - Full-Stack Web Design/Development
 - Data Analytics (Python/MATLAB)
 - iOS Mobile App Development
 - Team Collaboration and Communication
 - User Interface/User Experience Design
 - Problem Solving and Resourcefulness
 - Project Planning and Management
 - Game Design and Development
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Experience:

Lead Programmer and Technical Director, *BREAK* | USC Games

01/2024 to Current

- Facilitated productive team collaboration and ensured conflict resolution
- Co-Founded passion project of a team of 20 multidisciplinary students
- Tailored U.I./U.X. to experience goals using Q.A. feedback data
- Mapped out system architecture and mitigated potential issues

Programmer, *Production Systems and Simulations Teams* | USCRPL

08/2024 to Current

- Refactor dated code to be concise and efficient within modern infrastructure
- Generated simulations for engine combustion based on fuel composition
- Updated online materials ordering service for the engineering teams

Sole Web Developer, *Three-Body Problem Portfolio* | Independent

11/2024 to 1/2025

- Integrated three.js for responsive 3D scenes of complex celestial systems
- Full Stack Developer for my portfolio website

Sole Developer, *Cat Counselor* | Independent

12/2023 to 08/2024

- Worked closely with a scientific advisor to ensure cognitive behavioral therapy techniques were implemented sufficiently within the app
- Programmed front-end user interfaces for every facet of the application
- Led Q.A. testing to ensure interactables met user experience goals

Lead Programmer, *Butterflies* | USC Games

09/2023 to 12/2023

- Sole programmer and quality assurance tester for a team of 8 students
 - Facilitated meaningful communication between members
 - Presented game at a USC Games showcasing event
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Professional Summary:

Highly motivated games programmer at USC Games, with a passion for enhancing intuitive game engines with satisfying physics simulations, utilizing machine learning to generate photorealistic graphics, and enhancing interactive experiences to facilitate emergent mechanics. Excels at team collaboration, resourcefulness, leadership, and problem solving ensuring efficient project fruition.