

James Petersen

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EDUCATION

Indiana University, Luddy School of Informatics, Computing, and Engineering

May 2026

Bloomington, IN

Cumulative GPA: 3.70 / 4.00

Bachelor of Science in Computer Science

Minor: Game Design

TECHNICAL SKILLS

Languages: Java, C#, C++ (Beginner), GLSL (Beginner), HLSL (Beginner), Python (Beginner)

Tools: Unity, Github, Visual Studio, IntelliJ Idea, Android Studio, Unreal Engine, Godot, Android Team Awareness Kit (ATAK), Microsoft Excel

WORK EXPERIENCE

Spectrum Defense Systems

May 2024 – September 2024

Software Engineer Intern

Indianapolis, IN

- Developed a specialized Android Team Awareness Kit (ATAK) plugin in Android Studio over a 5-month period to support and operate an electronic warfare decoy system, contributing to a defense-related software solution.
- Designed, implemented, and tested the plugin independently, ensuring alignment with stringent project requirements and maintaining high functionality under varying operational conditions.
- Created an intuitive user interface in Java to enable remote operation of a military-use device, optimizing device setting manipulation for the end users.
- Conducted comprehensive testing, debugging, and troubleshooting, resulting in a stable plugin deployed in real-world scenarios.
- Successfully managed project timelines, delivering on schedule while maintaining high software quality standards.

Chapel in the Pines Wedding & Banquet Center

May 2022 – November 2023

Seasonal Worker

Sycamore, IL

- Performed a variety of landscaping tasks and small-scale construction projects.
- Leveraged problem-solving skills to assist in special projects, ensuring efficient project completion.
- Managed multiple tasks in a high-pressure, customer-facing environment, consistently maintaining a high standard of service during events such as weddings and receptions.
- Prioritized customer service by assisting guests and handling various tasks during events.

PROJECTS

Turn-based Strategy Game

- Developed a fully functional turn-based strategy game independently over the span of several months for the Introduction to Game Programming class using Unity Engine and C#.
- Gained significant experience in version control using Github, managing a multi-month codebase with regular updates and maintaining smooth project development.

GMTK Game Jam 2022, GMTK Game Jam 2023, & Game Technology Game Jam

- Participated in three game jams, developing complete, playable games over the course of two days for each event, enhancing skills in rapid game development under tight deadlines.
- Demonstrated quick problem-solving and creativity, and collaborated with 3 other students in the Game Technology Game Jam, utilizing version control in Github to integrate project components.