Jamie Camera

Available May – August 2020

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Experience

MassDiGI Intern – Lead Producer and Programmer   May 2019 – August 2019

- Led a team of 6 to produce a launch-ready app for IOS and android using the Kanban method of production, as well as being a leading gameplay programmer. Worked primarily on Bloom Blast, but also worked on every team on various IOS/Android apps as well as a game to be released on Steam.

Live-Stream Defense Scheme – Programmer and Designer   January 2019

- Designed and programmed a Twitch (Streaming Platform) integrated 2-D game where a streamer's audience could play a game through the chat and go against the streamer in real time. I used the A* algorithm to program the characters controlled by the viewers.

Alice ecilA – Programming, Designer, Artist   January – April 2019

- Created a 2D platformer based around manipulating the player's movement using different mirrors. Worked on a small team of 3 to build this game from start to finish where we all had multiple roles in order to finish the game. Published on Itch.io and shown at multiple game showcases including Playcrafting Boston.

Skills

Programming Languages: C# | C++ | Java | C | HTML/CSS | Ruby

Software: Unity | Unreal Engine 4 | RPG Maker | Android Studio | Github | Plastic SCM | GameAnalytics

Game Jam Participation: Global Game Jam 2018 & 2019, SIP Game Jam 2019, Brackey's Community Jam 2019

Education

Northeastern University, Computer Science and Game Development BS   September 2017 – May 2021

Related Courses: Game Programming | Math Fundamentals for Games | Foundations of Game Design | Games and Society | Business of Games | Game Concept and Development

Northeastern University's Game Development Club, Treasurer   Fall 2019-Current

- Organize meetings, game jams, and events to encourage game development among attendees.

Other Interests: Photography, West Coast Swing Dancing, Cooking, Childhood Education, Game Jams