JAMES DILLON HALL

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PROFILE

A senior computer science major who is passionate about interactive entertainment. Experienced in design and technology from a interdisciplinary education in art and engineering. Seeking work in creative technology or game development with a strong collaborative team.

EDUCATION

Northwestern University

September 2016 - June 2020

Senior Undergraduate

GPA: 3.5

Computer Science & Radio, TV, Film Double Major

Focus in Media Arts and Game Design

SKILLS

Programming Languages
JavaScript, GLSL, C#, C++, Python, HTML, CSS
Tools & Frameworks
Unity, WebGl, Three.js, AutoDesk Maya, Bash, Git

RELEVANT COURSEWORK

Introduction to Computer Networking (TA)

Computational Photography

Algorithms & Data Structures Introduction to AI

The Mathematical Foundations of Computer Science Game Development and Design 1 & 2

Human Computer Interaction Computer Graphics 1 & 2

EXPERIENCE

LineLibrary

November 2018 - February 2019

Startup Company

· Built a simulator of a sports betting and trading platform for use in venture capital meetings.

EXTRACURRICULAR

The Garage Startup Incubator

January 2020 - Present

Artist in Residence

Northwestern University

· Selected for an exclusive position in the 2020 cohort to explore the intersection of art and technology

WNUR Student Radio

September 2017 - Present

Traffic Director & Jazz Show Director

Northwestern University

- · Coordinate with directors of radio shows to acquire new content for the automation system
- · Communicate with labels and promoters regarding new releases and Jazz events in the Evanston-Chicago area

PROJECTS

Video Synthesizer

June 2019 - September 2019

Web Application

· Designed and Implemented a visual programming language with HTML and CSS that compiles to GLSL and runs in the browser through WebGL.