

James Feng

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OBJECTIVE:

Seeking an opportunity to create great experiences.

EDUCATION

Rochester Institute of Technology (RIT)

Rochester, NY

Bachelor of Science in Game Design and Development

Expected December 2024

Relevant Coursework : Level Design, Game Design & Development I & II (Unity, Tabletop Simulator), Intro to Game Web Tech (HTML/CSS/JavaScript), Interactive Media Development (C#)

Skills

C#, HTML, CSS, JavaScript, React, Python, Django, SQLite, C++

Tools

Unity, Visual Studio, GitHub, Trello, Photoshop, Figma, Maya

Projects

BattleBit

December 2023

- Created a landing page for the game BattleBit Remastered
- Designed a modern landing page that effectively communicated brand identity and messaging
- Implemented navigation bar, hero, about, news, community and footer sections
- Ensuring a seamless and responsive experience across various devices and screen sizes

TravelGen

November 2023

- Built a website for discovering travel destinations
- Compiled data on 212 destinations into a json file to create a local database to pull destinations from
- Provided the ability to create custom travel lists from randomly generated locations
- Integrated travel lists save and share feature through the function of exporting and importing a json file

VodTTV

September 2023

- Developed a website using React for finding Twitch vods
- Introduced more search and filter functionalities
- Fetched, parsed and formatted data from the Twitch API into React components
- Improved user search experience for finding desired vods by saving time and reducing the tediousness of scrolling

Activities & Interest

RIT Esports Teams

August 2018 - August 2021

- Competed in collegiate tournaments for League of Legends and Counter-Strike