

# James Feng

New York, NY | (917) 238-3239 | jamesfeng51@gmail.com | <https://jf7689.github.io>

## **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**

### **VodTTV**

*October 2023*

- Built a website using React for finding Twitch vods
- Introduced more search and filter functionalities
- Fetched, parsed and formatted data into React components
- Improved search experience for finding desired vods and reduced scrolling
- Mobile-first development and responsive to various resolutions

### **Sandbox Battlefield**

*February 2022 - April 2022*

- Developed by a team of 4 to create an autobattler game
- Created and implemented the UI within the game's shop
- Iterated on the shop's UI and functionalities based on internal and external feedback
- Balanced character stats by utilizing a spreadsheet
- Communicated with team members to meet weekly deliverables

### **Blob Blob Game**

*March 2021 - August 2021*

- Collaborated with 3 others to create a 2D puzzle game
- Brainstormed with team members to conceptualize game mechanics and level layouts
- Used Unity to design levels and implement them
- Organized, communicated, and assigned tasks in order of priority using Trello to other team members

## **Activities & Interest**

### **RIT Esports Teams**

*August 2018 - August 2021*

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