

James Feng

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OBJECTIVE:

Seeking a co-op using skills in C# or game design to create immersive experiences.

EDUCATION

Rochester Institute of Technology (RIT)

Rochester, NY

Bachelor of Science in Game Design and Development

Expected May 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

Programming Languages: C#, HTML, JavaScript, CSS, C++

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

Projects

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

An Encroaching Sickness

October 2021 - December 2021

- Collaborated as team lead with 4 others to create a Skyrim quest mod
- Learned to use Bethesda's level editor tool to create 3D environments
- Responsible for designing a level layout and using assets to create complex environments to communicate a narrative, theme, and atmosphere
- Communicated with team members to meet weekly milestones through a design document, schedules, and good work ethic

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