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
VodTTV   *September 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