

# James Feng

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## **OBJECTIVE:**

Seeking an opportunity to create great experiences.

## **EDUCATION**

### **Rochester Institute of Technology (RIT)**

*Bachelor of Science in Game Design and Development*

**Rochester, NY**

*Expected December 2024*

**Skills:** C#, HTML, CSS, JavaScript, SvelteKit, React, Python, Django, SQL, C++

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

## **Experience**

### **Changeling VR**

Web Developer

*January 2024 - Present*

- Worked full stack on a website for employees
- Implemented accounts, profile creation and editing functionalities
- Established a connection with the MySQL database and ensured data synchronization
- Automated the delivery of emails for the process of resetting passwords

## **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