JAMES KOTZIAN

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EDUCATION

UNIVERSITY OF MICHIGAN — **Ann Arbor, MI**

College of Literature, Science, and the Arts

Bachelor of Science – Computer Science, Expected May 2016 – **GPA: 3.5**

- **Highly Skilled**: C++
- **Worked in**: C#, Objective-C, Python, Java, JavaScript, HTML, CSS, MySQL
- **Environments**: Unity, Visual Studio, Maya, Xcode, Qt
- **Version Control:** Git, Perforce
- **Computer Game Design and Development Class:** A+

EXPERIENCE

DEEP SILVER VOLITION — **Champaign, IL**

Summer 2015 — **Gameplay Design Intern**

- Designed and implemented combat mechanics to shape ideal player experiences in Volition's next unannounced title
- Developed my logical thinking skills with Volition's visual scripting language
- Gained invaluable team and communication experience by bridging the disciplines of Art, Programming and Design to create one cohesive player experience

Summer 2014 — **DETROIT LABS** — **Detroit, MI**

iOS Mobile App Development Intern

- Created specialized and compelling mobile experiences for high profile clients such as Kimberly Clark, Caesars Entertainment, and the Detroit Police Department
- Formed communication skills to productively cooperate with team members of various roles
- Learned how to break down a project into easily digestible tasks, distribute the team's resources to effectively complete those tasks, and how to realistically estimate completion time
- Interacted with clients to guide the creation of a powerful product while grounding conversations with practical expectations

PROJECTS

Virtual Reality Broom Flying Simulator

- A flight simulator that combines a Wii remote, a broomstick, and an Oculus Rift to enable players to live out their wildest broom-flying fantasies
- Earned 2nd amongst 238 teams and over 1,000 participants at the University of Michigan 38-hour Hackathon

A Spooky Night In

- An asymmetric multiplayer party game that pits hunters against ghosts in a 2D dollhouse-style mansion during a cocktail party. Ghosts must possess and kill party guests using the environment, while hunters must find and kill the ghosts to save the party guests
- Voted 3rd out of 24 games at the University of Michigan Game Development showcase.

Naval Warfare Simulator

- A naval warfare program that simulates combat, movement, and fuel-management between different types of ships on a top-down map
- Written in C++ and built from scratch, the program takes advantage of the Component/Composite and Template patterns to ensure readable and extensible code

Wayward Souls

- A top-down shooter that tasks players with surviving the night in a statue garden in a forest
- Armed with a shotgun with limited shells and a flashlight, players must find and destroy the malevolently possessed statues that move towards the player when they aren't looking

Jake's Nightmare

- A cooperative 2D portal-style escort-mission platformer that tasks two players with teleporting a sleep-walking boy out of the dangerous forest and back into his bed
- Placed 2nd amongst 10 teams in the University of Michigan's 48-hour Turkey Game Jam