

James Shipp

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Languages C/C++, Java, C#, Python, Scala, HLSL

Software Visual Studio, Perforce, Git, Unity, Unreal Engine, Adobe Suite

Projects **Dockyard Game Engine | C++**

- Programmed 3D engine from scratch using homemade DX11 graphics API
- Implemented collisions with command pattern (bounding spheres, OBB, AABB)
- Developed systems for asset management, input handling, displaying 2D sprites and text, debug collision visualization, timers, and a math library

DirectX 11 Graphics API | C++

- API for 3D rendering organized around GraphicObjects for each shader used
- Developed support for arbitrary number of point and spot light sources, fog, mirrors, and terrain models automatically generated from a texture

Centipede | C++

- Developed a remake of the classic arcade game Centipede in weekly sprints over a 3 month period in a barebones C++ engine
- Utilized design patterns like finite state machines, factories with object pools, singletons, observer and strategy patterns

SCIATE | C#

- Created a unique 2D platformer in Unity with one button control scheme, tile-based environment design, and custom animation system

alternative keyboard mixtape | C#

- Developed an alternative input game in Unity with mechanics featuring character controller that uses whole keyboard to track player's finger

Education **DePaul University | BS in Computer Science** *Fall 2019 - Current*

Focus in Game Systems | Minor in Community Service | GPA 3.789

Activities: Junior Development Experience, Volunteering with the Steans Center, Urban Gardeners, Radio DePaul

Relevant Coursework Optimized C++ Multithreading, Game Engine Programming, Graphics/Rendering Programming, Object-Oriented Game Development, Applied 3D Geometry