# James P

Portfolio | [jphill97.github.io](jphill97.github.io)

Programming and Systems Design

Personal information withheld, please use Contact page to reach me!

## Professional Experience

### Lead Programmer | NE1:Plays Inc. | Remote | February 2022 - Current

*Languages: C# (Unity), PHP, GDScript (Godot)*

Constructing an educational platform to assist Highschool students in college and career planning

Lone technical developer, meaning sole responsibility for all technical functionality

Gameplay systems, web services, UI/UX, audio implementation, oNET API integration

Built relational database through mySQL, managed and reported data via PHP web services

Processing research data, analyzing purpose, and constructing gameplay loops to tackle problems

Wrote and maintained detailed technical documentation, covering all major systems and their interactions

Ported major systems from Unity to Godot, translating Unity C# to GDScript

### Curriculum Developer | Techability Inc. | Remote |March 2021 - February 2022

*Languages: C# (Unity), PHP*

Developed games in Unity Engine for children (grades 4-12) to learn programming

Games were developed in full, using C#, then systems stripped out for students to replace

Recorded, edited tutorial series for each game detailing steps required to complete the game

Wrote automated tests to verify and validate student code against provided subject material

Worked closely with ownership to develop new teaching methodologies, iterate on project designs

Ran meetings with teachers to inform them on best teaching practices, how to interpret curriculum material

Detailed processes of working within the Unity Editor

### Technical Designer | Starforged Studios | Remote | June 2020 – March 2021

*Languages: C# (Unity)*

Handled front-end implementation of various gameplay systems, including building, crafting, and cooking

Built UI for gameplay elements, including player inventory, quest log, building, crafting, and cooking

Built editor tools to help level designers visualize abstract objects being placed in-game

Worked with design team on iterating and tweaking various gameplay systems

Assisted in organizing and running of public playtests

**GameJolt**: [https://gamejolt.com/games/edge/432827](https://gamejolt.com/games/edge/432827)

### Full Stack Developer | IBM | Austin, TX | June 2019 – Aug 2019

*Languages: Javascript*

Designed and implemented an internal performance monitoring tool for Juniper vSRX gateway devices

Utilized MongoDB, Angular, Express.js, and Node.js technologies in production

Displayed all metrics, including throughput, drops/error stats, system information to front-end

Wrote python scripts to SSH into and poll performance data from vSRX gateway devices

## Other Experience

### Technical Lead/Designer| Tiny Boat | October 2021 - Current

*Languages: Blueprinting (Unreal Engine), C++*

Co-project lead on independent Unreal Engine third-person fishing-focused RPG

Created numerous gameplay systems, including fishing, swimming, cooking/crafting, inventory management

Primarily developed using Blueprints, leveraged C++ where necessary

### Programmer | Undead Postal Service | Aug 2019 – Dec 2019

*Languages: C# (Unity)*

Collaborating closely with design team to produce gameplay and UI systems

Designed, iterated upon, and implemented Camera, Enemy AI, and Menu systems

Designed and implemented several Unity Editor tools to assist design team in laying out new systems

**GameJolt**: [https://gamejolt.com/games/Undead-Postal-Service/440827](https://gamejolt.com/games/Undead-Postal-Service/440827)

## Skills & Accolades

**Programming Languages:** Proficient in C#, PHP, Blueprinting, Python, Javascript, HTML, CSS. Familiarity with C++.

**Technology:** Proficient in Unity, Godot, Unreal Engine, mySQL. Familiarity with Maya, Substance Painter, MongoDB

**Awards:** Winner of Blockchain Category and 2nd place overall at IBM NA Intern Hackathon 2019 (98 teams)

Voted "Most Playable/Most Fun" by MSU Game Dev Alumni for Passing Through

Dean's List: Spring Semester 2018, Fall Semester 2018, Spring Semester 2019

## Education

### Michigan State University | Sept 2015 - Dec 2019

Major: Media & Information Technologies, Concentrated in Games Design & Development