James Williams

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SELECTED PUBLICATIONS

Learning HTML5 Game Programming: A Hands-on Guide to Building Online Games Using Canvas, SVG, and WebGL
ISBN 0-13-268507-8

Creating a Simple Photo Editor with [Google] Chrome
informit.com/articles/article.aspx?p=1910577

Managing User Accounts with Mozilla Persona
informit.com/articles/article.aspx?p=2065041

Creating Cross-Platform Java and JavaScript Games with Amino
informit.com/articles/article.aspx?p=1755016

Full listing follows

WORK EXPERIENCE

AUGUST 2011 - PRESENT
InformIT/Pearson Education
Contributing Author

Writing programming tutorial articles on Java, gaming, mobile development, and HTML5.

JANUARY 2012 – JULY 2012
Rearden Commerce
Senior Software Engineer - UI

Wrote HTML, CSS, and JavaScript to interact and present data from Rearden's Travel APIs. Wrote Java server-side middeware to consume and transform backend services.

AUGUST 2009 – MARCH 2011
BT (British Telecom)
Senior Software Engineer

Created all dev assets for BT's Google Wave launch. Created prototype apps in HTML/JS, Java, and Objective-C Maintained internal Android applications

JULY 2008 – MARCH 2009
Platrasha (Plan, Travel, Share)
Software Engineer (Contract)

Designed user interfaces using Google Web Toolkit, HTML and Javascript Developed APIs to interact with remote web services

EDUCATION

2013 **Nova Southeastern University**
MS, Computer Science

2003 **Eckerd College**
BA, Computer Science and French

RECENT CONFERENCE TALKS

Devoxx France 2013 Paris, France
Creating Games with WebGL and Three.js
Link to video

Devoxx UK 2013 London, England, UK
Creating Games with WebGL and Three.js

CodeMotion Roma 2013 Rome, Italy
Creating Games with WebGL and Three.js

TakeOff Conf 2013 Lille, France
Creating Games with WebGL and Three.js

Rupy EU 2012 Brno, Czech Republic
Creating Games with WebGL and Three.js

GDG DevFest West 2012 Mountain View, CA, US
PlayN Workshop

Full listing follows

HACKATHONS AND MISCELLANEOUS

Google Dart Happy Hour 2012
Team Award – Best Technical Achievement

StartupBus 2011
Winner - WalkIn

Google Summer of Code 2007
Participant – The CodeHaus (Groovy)

Publications

Books:

Learning HTML5 Game Programming: A Hands-on Guide to Building Online Games Using Canvas, SVG, and WebGL
ISBN 0-13-268507-8

Three.js By Example
SELF-PUBLISHED – IN PROGRESS
https://leanpub.com/threejsbyexample

Articles:

Brython, Python in the Browser
http://www.informit.com/articles/article.aspx?p=2111677

Comparing Mozilla Persona and Google+
http://www.informit.com/articles/article.aspx?p=2084393

Making Your Website More Social with Google+ Sign-In
http://www.informit.com/articles/article.aspx?p=2085180

Managing User Accounts with Mozilla Persona
http://www.informit.com/articles/article.aspx?p=2065041

Creating Mobile Apps for Firefox OS
http://www.informit.com/articles/article.aspx?p=2024307

Introduction to Gradle
http://www.informit.com/articles/article.aspx?p=2007355

Creating Games with Google+ Hangouts
http://www.informit.com/articles/article.aspx?p=1963536

"The Best Programming Advice I Ever Got"
http://www.informit.com/articles/article.aspx?p=1949992

Creating Google Chrome Extensions [and Packaged Apps]
http://www.informit.com/articles/article.aspx?p=1916420

Creating a Simple Photo Editor with Chrome
http://www.informit.com/articles/article.aspx?p=1910577

Creating Cross-Platform Java and JavaScript Games with Amino, Part 2
http://www.informit.com/articles/article.aspx?p=1796709

Creating Cross-Platform Java and JavaScript Games with Amino
http://www.informit.com/articles/article.aspx?p=1755016

Introduction to Raphael.js
http://www.html5rocks.com/en/tutorials/raphael/intro/

Bolded titles are publications since August 2012

Conference Talks

2013

Devoxx France	***Creating Games with WebGL and Three.js*** Link to video	Paris, France
Devoxx UK	***Creating Games with WebGL and Three.js***	London, England, UK
CodeMotion Roma	***Creating Games with WebGL and Three.js***	Rome, Italy
TakeOff Conf	***Creating Games with WebGL and Three.js***	Lille, France

2012

Rupy EU	***Creating Games with WebGL and Three.js***	Brno, Czech Republic
GDG DevFest West	***PlayN Workshop***	Mountain View, CA, US
GR8 USA	Classy and Compact Groovy Web Apps	Minneapolis, MN, USA
jsDay	Creating Games with WebGL and Three.js	Verona, Italy
GeeCon	Classy and Compact Groovy Web Apps	Poznan, Poland
Intel AppLab	Building HTML5 Games with Canvas	Paris, France
Codemotion Roma		Rome, Italy

2011

Devoxx	Intro to HTML5 Game Programming	Antwerpen, Belgium
SpringOne2GX	Classy and Compact Groovy Web Apps	Chicago, IL, USA
Silicon Valley Code Camp		Los Altos, CA, USA
HTML5 Dev Conf	HTML5 Game Programming	San Francisco, CA, USA
Strange Loop		St. Louis, MO, USA
GR8 USA	Beginning Griffon	Minneapolis, MN, USA

2010

GeeCon	Game Programming with Groovy	Poznan, Poland
SpringOne 2GX	Enterprise Griffon	Chicago, IL, USA

2009

RuPy	Griffon:Swing just got fun again	Poznan, Poland
JavaOne	Griffon in Depth	San Francisco, CA, USA
Strange Loop		St. Louis, MO, USA

2008

Devoxx	Griffon: Re-imaging Desktop Java technology	Antwerpen, Belgium
JavaOne	Boosting Your Testing Productivity with Groovy	San Francisco, CA, USA
JavaOne	Extending Groovy's Swing User Interface Builder	San Francisco, CA, USA

Bolded titles are the talks since August 2012