

**Kyle James**  
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## Objective:

A co-op in the computer technology field utilizing programming skills in C#, Java, HTML, and CSS that will enhance my skills in the industry. Available May 2021 — Aug 2021.

## Education:

**Rochester Institute of Technology (RIT), Rochester, NY**

Expected May 2023

*Bachelor of Science, Game Design and Development*

**GPA: 3.86**

*Related Courses:* Game Design and Algorithm Problem Solving I (C#), Game Design and Algorithm Problem Solving II (C#), Introduction to Interactive Media (HTML, CSS), 2D Animation and Asset Production (Photoshop, Adobe Suite)

## Skills:

**Programming Languages:** C#, HTML, CSS, Java, Lua, Python

**Software Tools:** Microsoft Visual Studio, Bluejay, Unity, GameMaker

**Operating Systems:** Microsoft Windows

## Projects:

*Video Game Server Community, Personal Project*

Aug 2019 — Present

- Developing a website in HTML, CSS, and JavaScript using text editors and GitHub for version control and MySQL databases to link the website to game servers, improving in-game experiences for 20+ clients.
- Developing a Discord bot in JavaScript using Discord Bot Maker and GitHub for version control and webhooks to retrieve various information from game servers to make a safer space for 275+ users.
- Communicating with external clients for game server development about content reaching 100+ users.
- Designing graphics utilizing Photoshop, After Effects, and Illustrator through the Adobe suite, saving \$50.
- Developing video game servers in Lua and Java using text editors and GitHub for version control and MySQL databases to link servers to the website, loading content 20+% faster than other top communities.
- Constructing design documents for several game servers for content reaching 3,000+ users.

*Video Game, Academic Project*

Jan 2020 — May 2020

- Managed a team of three other students as production manager utilizing tools in Google Drive, Discord, and Trello for organization daily to reach weekly goals.
- Developed a C# game using Microsoft Visual Studio 2019 and the MonoGame library using GitLab as a shared repository and version control, resulting in 3000+ lines of code.
- Developed external C# tools using Microsoft Visual Studio 2019, saving 2+ hours of coding per developer.

## Work Experience:

**Vapotherm**

Jun 2020 — Aug 2020

*Capital Equipment Assembler*

Exeter, NH

- Constructed excellent respirator Precision Flow units in a team of six for COVID-19 patients worldwide.
- Trained seven new hires to improve skills related to the job.
- Multitasked 3-4 different stations to keep production up to roughly 20 units per shift.

**Private Farm**

May 2019 — Aug 2020

*Farmhand*

Newmarket, NH

- Stacked heavy hay bales alone on a wagon and in a barn's loft on 90+ degree days 2-3 days per week.
- Removed house siding skillfully and swiftly to redo the farmhouse's siding, saving roughly \$900.

**Three Chimneys Inn**

Apr 2016 — Aug 2019

*Busser*

Durham, NH

- Provided excellent customer service to customers and worked with co-workers to keep the facility clean and functioning 1-2 days per week for 6+ hours at a time.

**Bob's Stores**

May 2019 — Jun 2019

*Inventory & Closing Assistant*

Saugus, MA

- Worked in a large team of 20-30 to take inventory and assist in moving fixtures out to close the location.